JEDE

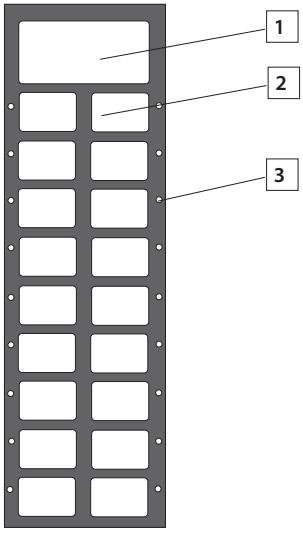
Service Instructions

Jede 1200E

English

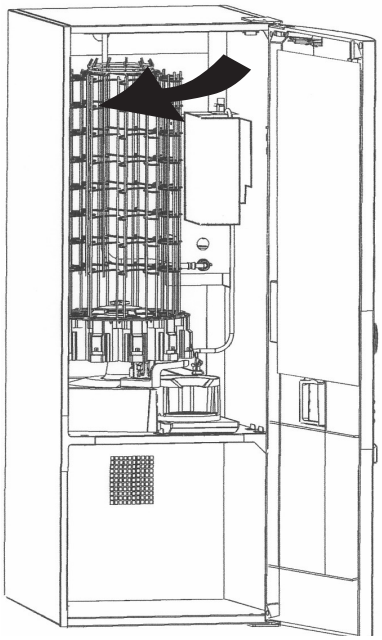
Delivery date:	Supplier:

Menu panel



1. *Display with instructions*
2. *Drink*
3. *LED for drink*

Type label



About the Service Instructions

The Service Instructions are aimed at persons trained to use the product.

The Service Instructions is devided into 4 chapters.

Chapter 1 contains **concept definitions and safety instructions**

Chapter 2 contains **loading tables, system overview and directions for programming**

Chapter 3 contains **troubleshooting with repair instructions**

Chapter 4 contains **spare parts lists.**

As well as the Service Instructions, there is an ***Operator's Manual*** that describes the **functions and handling** of the machine. It also contains **installation** and **maintenance instructions.**

Symbols

⚠ *Warns of actions that can lead to injury, or an important reminder.*

❗ *Instructions for the correct use of the machine, to avoid disrupting the functioning of the machine.*

Notes, comments or useful tips.

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General

1

Service instructions Jede 1200E

In this chapter

- ❑ Important notes for your safety
- ❑ Concept definitions

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6 Concept definitions

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Important notes for your safety

These instructions and warnings have been provided to help you avoid misuse and unnecessary risks and should be read before the machine is installed and used.

⚠ ***Only use this product in the way that it is designed to be used. All other use will risk injury to people and damage to the product.***

Please study these instructions carefully before servicing the drinks machine. This is essential for correct installation of the machine, and a requirement for the terms of the guarantee to be valid.

Store these operating instructions in a suitable, safe place.

Never use cleaning agents containing solvents. These can cause damage to the machine and may give off toxic gases. There is also a risk of fire and explosion.

The water tank in the machine contains hot water and can cause burns if touched.

The highest quality materials and care during production will not prevent wear to the inlet hose. The hose must therefore be checked regularly. Replacing it in time will prevent damage and injury from the water.

For safety reasons, repairs must be carried out by a professional. Repairs not carried out by a professional can put the user and functioning of the machine at risk.

The machine is only completely free from current if the mains plug is out or the mains switch is off.

The power point must be in a position where the plug can be easily removed if necessary.

Check that the power rating corresponds to the data on the type label and that the main circuit is earthed correctly, according to the current standard. We recommend that the main circuit is fitted with an earth fault breaker.

Before putting the plug into the socket – check that the water connection has been carried out in accordance with the instructions, the main tap is open and the tank has been filled with water.

The manufacturer declines all responsibility if the electrical connection is not carried out according to the operating instructions.

Further safety instructions can be found later on in the Service Instructions.

Concept definitions

Drinking cups

The machine has a **cup carousel** with cup stacks. Each cup is pre-filled by the supplier to contain exactly the right amount of ingredients of the highest quality. The drink is made by adding just hot or cold (see below) water. Preparing the drinks in the cups eliminates the risk of mixing flavours.

Once a drink has been selected (and paid for, if necessary) the cup carousel rotates so the correct cup stack reaches the **cup presenter**. A cup is released and filled with hot or cold water. The cup presenter rotates and the cup can be reached.

Compartments for cup stacks

The carousel has space for **11 numbered compartments** with cup stacks. The cup stacks are positioned according to a loading table, which should always be available for the machine.

Compartment groups for cup stacks

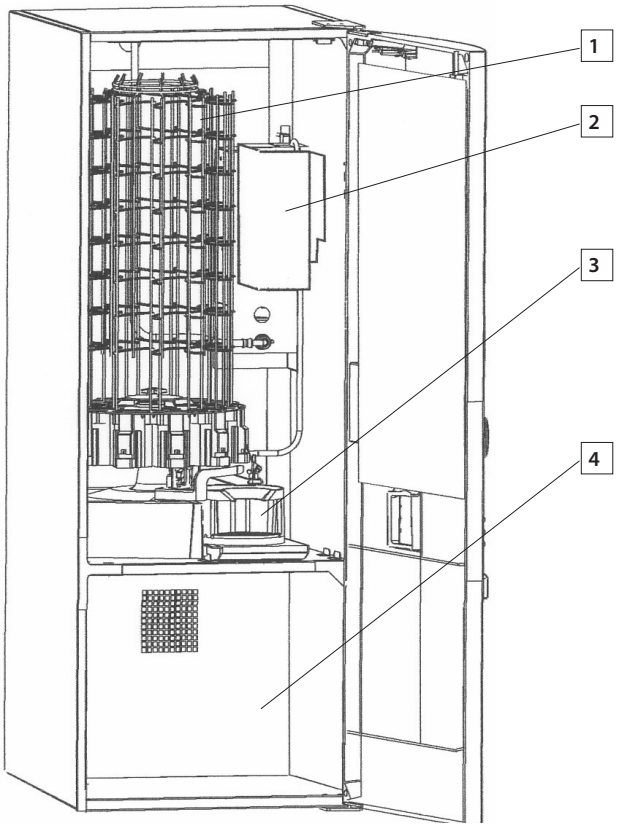
The 11 compartments with cup stacks can be connected together into **groups** with the software**.** This option extends the period before a particular type of drink, such as coffee, needs to be filled up.

For example, coffee can be found in group 1 (compartments 1+2+3), coffee with sugar in group 2 (compartments 4+5+6), coffee with whitener in group 3 (compartments 7+8), coffee with sugar and whitener in group 4 (compartments 9+10) and chocolate in group 5 (compartment 11).

By using groups, the next compartment **in the group** is used when a compartment is empty. The machine does not use the next compartment in a group until the first compartment is registered as empty.

Separate drink cartridges (additives)

As an option, the machine can be fitted with a total of four drink cartridges, which may be sugar, milk powder or other, as an option. This allows drinks to be varied further, eg with extra sugar or milk. These drink cartridges are placed in a line to the right of the cup carousel.



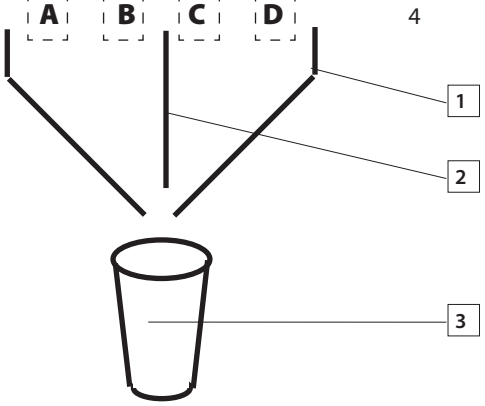
1. *Cup carousel*
2. *Water tank with insulation*
3. *Cup presenter*
4. *Space for refrigerating element*

Compartment groups for cartridges

As in the case for the cup stacks, the four drink cartridges are alsow arranged into groups. By using groups, the next cartridge **in the group** is used when a cartridge is empty. The machine does not use the next cartridge in a group until the first one is registered as empty.

See the following example:

Additive	Drink cartridges	Number of additive groups	
"2+2"	A A B B	2	See the loading table No 7 - 9
"4"	A A A A	1	See the loading table No 10 - 12
"2+1+1"	A A B C	3	See the loading table No 13 - 15
"1+1+1+1"	A B C D	4	See the loading table No 16 - 18



One button on the menu panel can only handle two of these additive groups.

1. *Feeding hopper*
2. Partition
3. Cup

The four cartridges have a common feeding hopper for the powder. To avoid contamination (taste or other reason), there is an partition wall in the middle of the hopper.

See further section ***'Loading table',*** chapter 2.

Refrigerating element

As an option, the machine can also be fitted with a **refrigerating element** for cold drinks.

Internal machine for cold drinks

As an further option, the machine can be fitted with an internal machine for cold drinks, called CanVender.

Water output

All mixing of drinks takes place in the cup. For drinks requiring froth, such as cappuccino, there is a **high-pressure pump** in addition to the **outlet valve**. The high-pressure pump always starts, with a time delay, after the outlet valve has been opened, to avoid splashing.

Gematech Innovation

CE *Doc.No: 36 544/E- 1rev 02*

2

Control system

Service Instructions Jede 1200E

In this chapter

- ❑ Loading table
- ❑ System overview
- ❑ Programming

English

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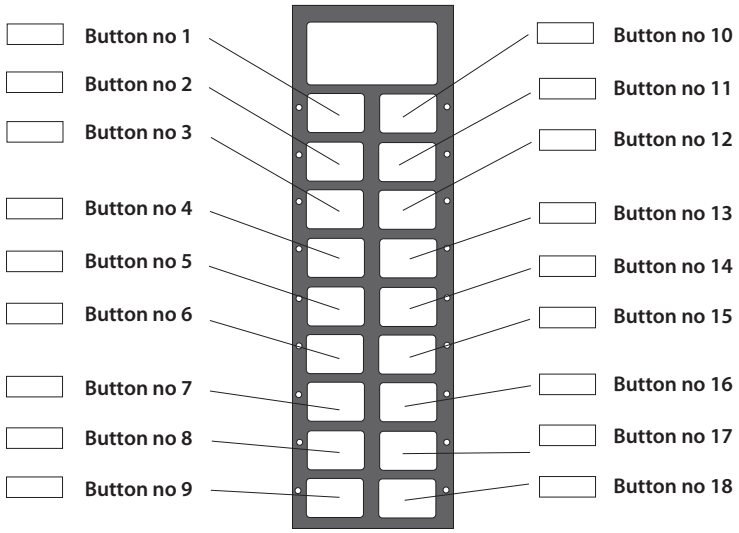
A **loading table** specifies the compartment in which a cup stack should be placed and how the machine's 11 compartments can be arranged into groups by means of the software.

The machine's E-PROM contains a number of different loading table variations. The machine is delivered with one of the loading tables loaded in the working memory. This loading table can easily be changed for one of the others according to the list below. The variations can also be modified according to individual requirements. For more information see section ***'Menu summary, menus 60 and 61'.***

> ***It is very important that the selected loading table is followed when loading drinks cartridges. Otherwise the drinks menu on the front of the machine will not be correct.***

Buttons



Loading table no:_____

Compartment in cup carousel	Drink	Group no
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

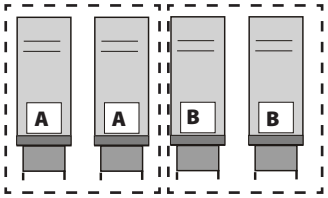
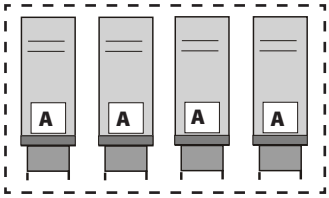
In the Operator's Manual there is a loading table for the current machine giving the right positions for the different cup stacks on the carousel

Loading table

Loading table variations <u>without additives</u>

	Variation No					
	1	**2**	**3**	**4**	**5**	**6**
Button No	**Carousel position / Compartment number**					
1	1	1+2	1+2+3	1+2	1+2+3	1+2+3
2	2	3+4	4+5	3+4	4+5+6	4+5+6
3	3	5+6	6+7	5+6	7+8	7+8+9
4	4	7	8	7+8	-	-
5	5	8	-	-	-	-
6	6	-	-	-	-	-
7	-	-	-	-	-	-
8	CV1	CV1	CV1	CV1	CV1	CV1
9	CV2	CV2	CV2	CV2	CV2	CV2
10	7	9	9	9+10	9+10	10
11	8	10	10	11	11	11
12	9	11	11	1+2:Esp	1+2+3:Esp	1+2+3:Esp
13	10	1+2:Esp	1+2+3:Esp	-	-	-
14	11	-	-	-	-	-
15	1:Esp	-	-	-	-	-
16	-	-	-	-	-	-
17	CV3	CV3	CV3	CV3	CV3	CV3
18	CV4	CV4	CV4	CV4	CV4	CV4

Varianter av laddningsschema med additiv i dryckesknappen

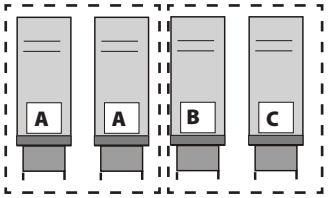
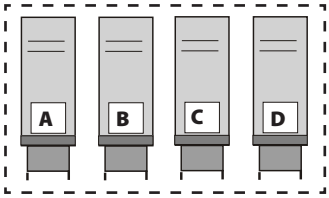
Button No	Variation No 7	8	9	10	11	12
	Carousel position / Compartment number					
	Additiv 2 + 2			Additiv 4		
						
1	1	1+2	1+2+3	1	1+2	1+2+3
2	1+A	1+2+A	1+2+3+A	1+A	1+2+A	1+2+3X
3	1+B	1+2+AX	1+2+3+AX	1+AX	1+2+AX	1+2+3+A
4	1+A+B	1+2+B	1+2+3+B	1:Esp	1+2:Esp	1+2+3+AX
5	2	1+2+BX	1+2+3+BX	2	1+2:Esp+A	1+2+3:Esp
6	3	1+2+A+B	1+2+3+A+B	3	3+4	1+2+3:Esp+A
7	4	1+2:Esp	1+2+3:Esp	4	-	-
8	CV1	CV1	CV1	CV1	CV1	CV1
9	CV2	CV2	CV2	CV2	CV2	CV2
10	5	3+4	4+5	5	5+6	4+5
11	6	5+6	6+7	6	7	6+7
12	7	7	8	7	8	8
13	8	8	9	8	9	9
14	9	9	10	9	10	10
15	10	10	11	10	11	11
16	11	11	-	11	-	-
17	CV3	CV3	CV3	CV3	CV3	CV3
18	CV4	CV4	CV4	CV4	CV4	CV4

Esp = To make ESPRESSO, less water is added
A = additive
B = additive
X = extra dose of the additive
CV = Canvender
= additive group

In the Operator's Manual there is a loading table for the current machine giving the right positions for the different cup stacks on the carousel

One button on the menu panel can only handle two of the additive groups.

Loading table

Button No	Variation No 13	14	15	16	17	18
	Carousel position / Compartment number					
	Additiv 2 + 1 + 1			Additiv 1 + 1 + 1 + 1		
						
1	1	1+2	1+2+3	1	1+2	1+2+3
2	1+A	1+2+A	1+2+3+A	1+A	1+2+A	1+2+3+A
3	1+B	1+2+B	1+2+3+B	1+B	1+2+B	1+2+3+B
4	1+C	1+2+C	1+2+3+C	1+C	1+2+C	1+2+3+C
5	2	1+2+A+C	1+2+3+A+C	2	3+4	4+5
6	3	1+2+A+B	1+2+3+A+B	3	5+6	6+7
7	4	1+2+B+C	1+2+3+B+C	4	7	-
8	CV1	CV1	CV1	CV1	CV1	CV1
9	CV2	CV2	CV2	CV2	CV2	CV2
10	5	3+4	4+5	5	8	8
11	6	5+6	6+7	6	9	9
12	7	7	8	7	10	10
13	8	8	9	8	11	11
14	9	9	10	9	11+A	11+D
15	10	10	11	10	11+B	11+DX
16	11	11	-	11+D	11+D	-
17	CV3	CV3	CV3	CV3	CV3	CV3
18	CV4	CV4	CV4	CV4	CV4	CV4

A = additive
B = additive
C = additive
D = additive
X = extra dose of the additive
CV = Canvender

= additive group

In the Operator's Manual there is a loading table for the current machine giving the right positions for the different cup stacks on the carousel

One button on the menu panel can only handle two of the additive groups.

Subsystem

The system consists of the following subsystems

- ❑ The control unit for the order module, BM
- ❑ Control unit for serving module, SM
- ❑ The control unit for the tank module - TM

See also the section 'Circuit board control system in chapter 3

Document overview

These Service Instructions describe all the parameters that can be programmed / displayed and the commands that can be executed.

The Operator's Manual describes the programming that can be carried out by the user himself/herself without calling on the service staff.

Authorisation

The system has three authorisation levels, A, B and C, linked to the type of programming.

- ❑ Customer programming (authorisation level A). Described in the 'Operator's Manual'.
- ❑ Recipe programming (authorisation level B)
- ❑ System programming (authorisation level C)

There is a separate access code for each authorisation level. For authorisation level A, the service code is preset to 0000 and does not need to be entered. Configuration at this authority level is carried out by the user.

Service codes B and C are also preset, and are given in the delivery documentation.

Staff who will handle recipes and systems, ie authorisation levels B and C, enter these codes from menu "Enter Password", No 0. This opens the menus that require these codes. (See below and also the programming examples later on in these instructions.)

Authorisation level B covers level A, and authorisation level C covers level B.

Customer programming

Authorisation A also allows some non-editable statistics to be displayed, such as total sales value, value in coin box (if the machine contains a coin dispenser), total number of sales, total number of sales per drink and total number of errors per error code.

See also 'Menus' below - authorisation A.

Recipe programming

As the standard version of this machine contains cups with the correct amount and type of ingredient, their compositions cannot be changed. The amount of water and whether the high-pressure pump should be activated can be set from here, however.

As an optional extra, the machine can be fitted with drink supplements in the form of powder cartridges. Programming with these supplements requires authorisation B.

See also ***'Menus'*** below - authorisation B.

System programming

From here you can edit whether the default setting should apply, select the country and coin table to use, set the water temperature in the tank and reset all statistical information.

See also under 'Menus' below - authorisation C.

The machine's functional modes

The machine has three different 'states' or functional modes.

- ❑ Operating mode
- ❑ Service mode
- ❑ Programming mode

Operating mode

Setting: Put the plug into the wall socket with the door of the machine closed.

When it has powered up, data is read from E-PROM and stored in RAM. To speed up reading and writing to E-PROM, nothing else is done during this time. The display cannot be updated and is turned off. During the very first start-up, so-called initial start-up, certain data is initiated and written back to E-PROM. It takes longer to write to than to read from E-PROM, and the display is therefore turned off for longer than at other start-ups.

When start-up is complete, the machine is **ready for operation.**

Drink selection starts when a button is pressed. If no button is pressed within 10 seconds, drink selection ends.

Payment starts when a coin is inserted into the coin dispenser. The balance is shown on the display.

If a drink has been selected but the balance is too low, payment starts after the drink has been selected. The display shows the amount due. If no coin is inserted for 10 seconds, drink selection ends.

Service mode

To set:

- ❑ Take the plug out of the wall socket with the door closed.
- ❑ Open the door
- ❑ Put the plug back into the wall socket.

In this mode the machine's function can be run without activating the water function (filling and heating up the water) see e.g. the section 'Test running' further on in the manual (chapter 3)

Programming mode

See next page.

Programming

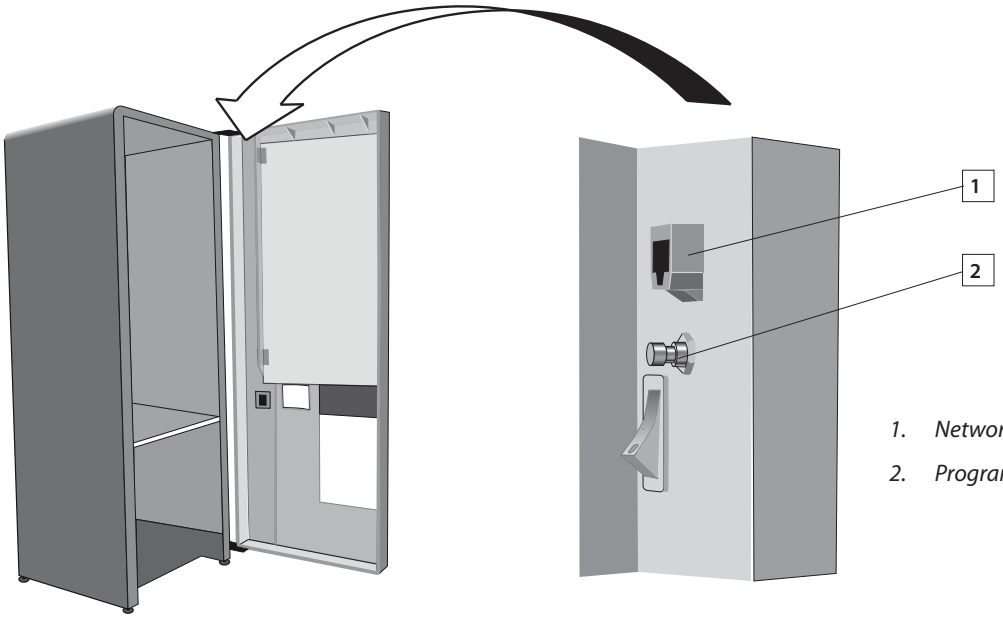
Programming mode

The program language is in English.

To set:

Open the door when the machine is in operating mode and press the programming button inside the door.

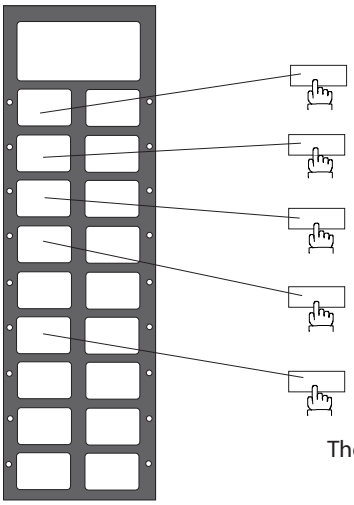
The door can now be closed or remain open.



1. *Network socket*
2. *Programming button*

Button functions in programming mode

When the programming button has been depressed, the menu panel buttons change their function. Buttons 1 - 4 and buttons 6 are now used for programming. The LED for the relevant button will light and show green when the button has a programming function



Button 1 Increases the number on the display.

Button 2 Decreases the number on the display.

Button 3 Confirms that the number is OK.

Button 4 Returns one level up to the main menu. If there is only "one level deep" you come directly to the main menu.

Button 6 Ends programming mode.

The remaining buttons on the menu panel have no function in this mode.

Menus

Statistical information and values that can be changed can be accessed by selecting the **main menu** and, where relevant, the **submenu.**

The main menu is shown on the display with the menu number and name.

The submenu is shown with the name preceded by "=".

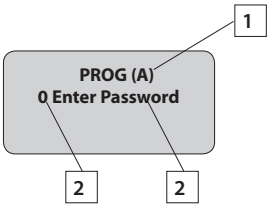
Some menus require a service code to change the parameter value.

Selecting a main menu

Use the buttons on the front of the machine to choose menus, see previous page.

When the programming button is pressed, you will first go to main menu "Enter Password", No 0.

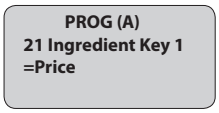
- ❑ Use button 1 to increase the main menu number.
- ❑ Use button 2 to decrease the main menu number.
- ❑ Use button 3 to select the main menu number.



Selecting a submenu

If you have selected a main menu with one or more submenus with button 3 above, you will automatically go to the first submenu after pressing the button.

The display may show for example "=Price".



- ❑ Use button 1 to scroll through the submenus.
- ❑ Use button 2 to go back through the list.
- ❑ Use button 3 to select the submenu that is shown, and the parameter value will be displayed.
- ❑ Use button 4 to return to the previous main menu.

End programming

- ❑ Press button 6, **when in the relevant main menu (the LED will show green)**, to leave the machine's programming mode. Any changes will only be stored after button 6 has been pressed.

You must be at the main menu when pushing button 6.

If you want to undo a change or cannot remember what has been changed, you can disconnect the power to prevent the changes from being saved.
If the plug is taken out like this, the door must be closed before the plug is put back in. Otherwise the machine will start up in the service mode.

It takes a few seconds for the data to be stored and during this time the display is turned off.

If you have pressed button 6 or disconnected the power, the menu panel buttons will change back into drink selection buttons after restart.

Changing parameters

If you have selected a menu/submenu with button 3, you will automatically go to the relevant parameter.

The parameter is displayed **on the left**. If the parameter consists of more than one number, it can sometimes be changed in groups.

- ❑ Use button 1 to increase the value.
- ❑ Use button 2 to decrease the value.
- ❑ Use button 3 to edit the next group or to finish (if the last group has been edited).

A parameter value that can be changed will flash when it is shown.

Displaying statistics

The microprocessor gradually stores data that can be used as statistical information.

Statistics that can be displayed are: **total sales value, value in coin box, total sales per drink** (f the machine contains a coin dispenser), **total number of servings, total number of errors per error code, number of free drinks, number of servings payed with token, number of servings payed with MDB-Card, value of servings payed with token or MDB-Card, value filled to the MDB-Card, value to the tubes** (if the machine contains a coin dispenser), **value to the box and if the machine has erased the balanced credit after 90 sec** (the value can be seen under menu 80).

NB! Menus 80:1, 83:1 and 84:1-18 will not be deleted when a new upgraded software is discovered on start-up and the EPROM is erased.

Menu overview

The programming of the machine is based on a number of menus.

The display on the front of the machine has four rows, each with 20 possible characters.

Some parameters can be changed and some cannot, the latter are in the form of statistical information etc.

Statistical information and parameters that can be changed can be accessed by selecting the main menu and, where relevant, the submenu.

Applies to program version 12.01.02
Other versions may deviate from this description

1. System.....page 10
2. Price.....page 12
3. Selecting a drink.....page 14
4. Payment..... page 16
5. Water system..... page 18
6. Loading table.....page 19
7. Compartment.....page 20
8. Statistics..... page 21

1.System

Main-/ Sub-menu	*Description {"Display text"}*	*Default*	*Authori-sation Visibility*	*Change*	*Comment*
0	**Service code** {"Enter Password"}	0000	ABC	-	The user can enter a password to change authority level. The authority level is always (A) when the configuration program is started. The current level of authority is indicated on the first display row like; (A), (B) or (C).
1	**Machine type** {"Machine Type"}	Jede 1200	BC	*	The machine type is displayed. (JEDE1200). Not editable.
2	**Seriel number** {"Asset Tag"}	JEDEHC	ABC	BC	**Machine identification** Displays the EVA-DTS machine asset tag identifier. Current character is marked by [ ]. Use buttons 1 and 2 to move between the characters. Pressing key 3 selects the marked character and the parameter is altered by using keys 1 and 2 and set using key 3. The white space character is displayed as "(space)" and may only be used to set the length of the asset tag i.e terminate the asset tag string. Length may be between 0 and 8 characters. Available characters are digits, capital letters and white space. Authority level > A is required to change.

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
3	**Set default values** {"Set defaults"}	NO	BC	C	Sets all parameters except menu 51 and 52 to default values. Level C authority is needed to set defaults.YES/NO ***Note!*** ***Consider carefully the effect of resetting the machine to the default setting. All customised settings will be deleted. For the effect of the default setting - see the section 'Menu overview'.***
5	**Software version** {"SW-Versions"}	-	BC		Submenus display software version information (six digits). Not editable.
(1)	{"=BM Version"}	-	BC		Displays the version of the BM software.
(2)	{"=SM Version"}	-	BC		Displays the version of the SM software.
(3)	{"=TM Version"}	-	BC		Displays the version of the TM software.
6	**Screensaver**	-	ABC	C	With this menu, it is possible for the user to specify the text which will be shown on the LCD screen in the "Screensaver" position, in other words, when the machine shows "Welcome" for 15 seconds. The text appears for 15 seconds, or the length of time needed for the whole text to scroll over the screen (maximum 30 characters).
8	**CanVendor** {"CanVendorOption"}		ABC	-	Submenus handle settings regarding the Jede Can Vendor.
(1)	{"=Enable CanVendor?"}	NO	ABC	BC	Enables/disables a Jede Can Vendor. If set to YES, a Can Vendor must be installed in order to start the machine, else error E30 will occur. Buttons 8,9,17 and 18 are reserved and not configurable for can vendor as long as can vendor is enabled. (Keys 8 and 17 are free if menu 8:6 is set to "YES").
(2)	{"=CanPrice"}	0000	ABC	BC	Sets the Can price. Values 00.00-99.99
(3)	{"=Disable Discount?"}	NO	ABC	C	Enables/disables the over all discount (menu 48) for Cans.
(4)	{"=Disable FreeSwitch?"}	NO	ABC	C	Enables/disables the effect of the free switch on the BM3 board for Cans.
(5)	{"=CV Target Temp."}	+8°C	ABC	C	Sets the preferred target temperature for the CanVendor (°C).
(6)	{"=CV Two-Button-Mode?"}	NO	ABC	C	Merges/splits CanVendor lines. If set to YES, CanVendor line 1&2 and 3&4 (from left to right) are connected and form two CanVendor boxgroups. Can Vends are made using two buttons, so two additional ingredient keys becomes available (8 and 17).
(7)	{"=Disable CV TOKEN?"}	NO	ABC	C	If set to "YES" a can vendor product may not be paid for using a vend TOKEN. Authority > B is needed to change.
9	**Button beep?** {"=Button-Beep?"}	YES	ABC	ABC	Turns beep sound when a button is pressed on/off. YES/NO

2.Price

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
11	**Same price for all?** {"All same price"}	YES	ABC	BC	Sets the same price for all (in-cup) products condition. If set to YES the price set in menu 12 applies. Authority > A is needed to change.
12	**Common price for all** {"Price for all"}	0	ABC	BC	Sets the common price for all (in-cup) products. The price only applies if menu 11 is set to YES. Authority > A is needed to change.
13	**Autoclearing of credits.** {"Autoclear credit?"}	NO	ABC	BC	Engages/disengages the autoclearing of credits. ***NO = If previous user have overpaid, the available balance can be used by next user with no time limit.*** ***YES = Any available balance disappears after 90 seconds. The sum of erased balance can be seen in the statistics in menu 80, submenu {"=Autoclear Value"}*** Authority > A is needed to change.
14	**Jackpot** {"Jackpot Settings"}	-	ABC		Submenus set parameters regarding the winning function.
(1)	{"=Enable Jackpot?"}	NO	ABC	BC	Enables/disables the jackpot function. If set to YES, in-cup products can be won. If the product costs > 0 and the customer is lucky, credits will remain after purchase and the display and LEDs will indicate that the beverage was won. Only in-cup products can be won. Authority > A is needed to change.
(2)	{"=Wins per 100 drinks"}	002	ABC	BC	Wins per 100 drinks sets the average win percentage. It has no effect if 14:1 is not set to YES. Default value is 2, meaning 2 wins per 100 servings, not necessarily exactly every 50 serving but a total of 20 +/- 5 wins per 1000 servings on average. Values 0-100. Authority > A is needed to change.
15	**Handles coin types** {"Coins To Block"}			C	With an MDB change giver connected and enabled under menu 40:1 this menu handles the coin types the unit can accept. Each coin type can be blocked (YES) or not (NO). The settings here will apply when the inventory tube coin levels are sufficient. Authority > B is needed to change. If MDB Change Giver is not activated (menu 40:1 set to "NO") "Check MDB Settings" will be displayed. If an MDB change giver can not be detected, "Check Change Giver" will be displayed. There will be a slight delay as the machine initializes the change giver. The text "Wait" will be replaced by the first handled coin type on success.

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
(1) - (10)	{"=Block Coin Type"}			C	If set to "YES", the coin type of the sub menu will be blocked during normal operation. Each sub menu handles one of the coin types the change giver accepts. The coin type is displayed in fractions of the currency. "0.10" means 10 € cent for instance if the change giver is of type Euro. "TKN" refers to TOKEN and N.A (not available) will be displayed on the sub menus following all handled coin types and TKN if applicable.
16	**Handles the coin types the unit can accept.** {"On Low Change"}			C	With an MDB change giver connected and enabled under menu 40:1 this menu handles the coin types the unit can accept. Each coin type can be blocked (YES) or not (NO). The settings here will apply when there is not sufficient inventory tube coin level, i.e. low change condition. Authority > B is needed to change. If MDB Change Giver is not activated (menu 40:1 set to "NO") "Check MDB Settings" will be displayed. If an MDB change giver can not be detected, "Check Change Giver" will be displayed. There will be a slight delay as the machine initializes the change giver. The text "Wait" will be replaced by the first handled coin type on success.
(1) - (10)	{"=Block Coin Type"}			C	If set to "YES" the coin type of the sub menu will be blocked when in low change condition (currently less than 5 coins in at least one inventory tube) Each sub menu handles one of the coin types the change giver accepts. The coin type is displayed in fractions of the currency. "0.10" means 10 € cent for instance if the change giver is of type Euro. "TKN" refers to TOKEN and N.A (not available) will be displayed on the sub menus following all handled coin types and TKN if applicable.

3. Selecting a drink

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
21	**Button 1** {"Ingredient Key 1"}	-	-	-	Menus 21 to 38 handle the 18 ingredient keys. Submenus handle settings for one ingredient key.
(1)	**Button 1**: {"=Compartment Group"}	1	ABC	BC	Box group (0-number of boxgroups, max 11) for the beverage is selected. 0 = "Not In Use". If set to CanVendor-X the rest of the sub menus will not be visible, since they are irrelevant when using the button for Can Vendor. Disabling Can Vendor on menu 8:1 or enabling CV-Two-Button-Mode on menu 8:6 changes this.
(2)	**Button 1**: {"=Price"}	0	ABC**)	ABC	Sets the individual price for the product. Values 00.00-99.99. Parameter is only editable if menu 11, "Same Price For all?", is set to NO. ****) Only visible if sub menu 1 is not set to CanVendor-X (Menu 8:1 is set to YES)**
(3)	**Button 1:** {"=Valve"}	0	ABC**)	BC	Specifies the outlet valve for the button's ingredient. **) See above
(4)	**Button 1:** {"=ExtraOutput"}	1	ABC*')	BC	Sets extra output options, such as pump and/or water spoon. Options vary depending on "Valve" setting. Pump is not allowed when using cold water valve. **) See above
(5)	**Button 1:** {"=ValveTime"}	38	ABC**)	BC	Shows how long time the outlet valve is open. This time limits the total time for the 'pump delay' ("=PumpStartDelay") and the 'time pump' ("=PumpTime"). If the total of both these times is less than the open time for the outlet valve, the water will run by gravity for the remaining time. Value 0 = gives the general time (see menu 50) Range of values 0 - 150 tenths of a second. **) See above
(6)	**Button 1**: {"=PumpStartDelay"}	10	ABC**)	BC	Shows how long time after the water dosage has started that the pump starts. Range of values 0-100 tenths of a second. **) See above
(7)	**Button 1**: {"=PumpTime"}	28	ABC**)	BC	Shows for how long time the pump runs. Range of values 0 – 100 tenths of a second. **) See above

Main-/ Sub-menu	*Description {"Display text"}*	*Default*	*Authori-sation Visibility*	*Change*	*Comment*
(8)	**Button 1** {"=Additive Group (1)"}	No Additive	ABC**)	BC	Shows if an additive (eg milk powder) is in the drink cartridge in group 1. ***Alternatives: "No additive"*** ***"Additive active"*** ***One button on the menu panel can only handle two of the additive groups.*** ***If an additive is activated, "AdditiveGroupX" will be shown, where X can be A, B, C or D depending on which loading table is active. (A, B, C and D stand in this case for the class of additive groups in the loading table (q.v.).*** **) See above
(9)	**Button 1** {"=Additive Dosages (1)"}	0	ABC**)	BC	Shows the dosage (number of presses) per portion. Range of values 0 – 10. ***Value 1 = One dosage of the additive is dispensed when button 1 is pressed if this button is connected to an additive.*** ***Value 2 = Two dosages of the additive are dispensed when button 1 is pressed.*** ***Value 3 = etc*** **) See above
(10)	**Button 1** {"=Additive Group (2)"}	No Additive	ABC**)	BC	Shows if an additive (eg sugar) is in the powder cartridge in group 2. ***Alternatives: "No additive"*** ***"Additive active"*** ***One button on the menu panel can only handle two of the additive groups.*** ***If an additive is activated, "AdditiveGroupX" will be shown, where X can be A, B, C or D depending on which loading table is active. (A, B, C and D stand in this case for the class of additive groups in the loading table (q.v.).*** **) See above
(11)	**Button 1** {"=Additive Dosages (2)"}	0	ABC**)	BC	Shows the dosage (number of presses) per portion. Range of values 0 – 10. ***Value 1 = One dosage of the additive is dispensed when button 1 is pressed, if this button is connected to an additive.*** ***Value 2 = Two dosages of the additive are dispensed when button 1 is pressed.*** ***Value 3 = etc*** *****) See above***
22-38 (1-11)	Applies to **Button** 2 - 18 See button 1.				

4.Payment

Menu 40,41,42
These menus are linked to the payment mechanism and can vary according to customer's wishes.

Menu 43
The right language should be set on the display.

Menu 44
Running handling of the coin mechanism and coin box for machines not having free dispensing.

Menu 45 - 48
These menus deal with the payment key. If the facility is to be present and if so, how it is to be used.

Main-/ Sub-menu	*Description {"Display text"}*	*Default*	*Authori-sation Visibility*	*Change*	*Comment*
40	**MDB/ICP** {"MDB/ICP units"}	NO	ABC	C	Activates/deactivates support for MDB (Multi Drop Bus) units. When enabling MDB, if menu 12 is 0, menu 11 is set to YES and menu 12 is set to 1.00 (0.25 if menu 41, "CoinTable", is set to Great Britain).
(1)	{"=Change Giver?"}	NO	ABC	C	If set to YES a MDB change giver has to be connected at startup, otherwise error E25 occurs.
(2)	{"=Key/Card Reader?"}	NO	ABG	C	If set to YES a MDB key/card reader has to be connected at startup, otherwise error E27 occurs.
41	**Preferred cointable** {"Cointable"}	Sweden	ABC	C	Sets the preferred cointable. Normally this is done automatically when a MDB unit identifies itself. Values Swedish-User Defined.

Country	Country	Country	Country	Country	Country
Sweden	Ireland	France 2	Spain	Great Britain 2	Austria
Cyprus	Iceland	France	Slovenia	Great Britain	Belgium
Germany	Portugal	Hungary	USA	Denmark	Euro
Germany 2	Finland	Turkey	The Netherlands	Switzerland	Token
Norway	Poland	Greece	Czech	Russia	User defined

42	**Cointable setup** {"Cointable setup"}	-	BC	C	If menu 41 is set to User Defined, the cointable can be edited I the submenus. ***Used if the parameter "Coin table" is set to "User defined".*** ***The lowest value is edited on Submenu 1 and the highest on Submenu 6.*** ***Submenu 7 shows the number of decimals possible on the display.***
(1)	First value of coin type {"=CoinValue-1"}	-	BC	C	Sets the value of coin type 1. Values 00.00-99.99.
(2)	Next value of coin type {"=CoinValue-2"}	-	BC	C	Sets the value of coin type 2. Values 00.00-99.99.
(3)	Next value of coin type {"=CoinValue-3"}	-	BC	C	Sets the value of coin type 3. Values 00.00-99.99.
(4)	Next value of coin type {"=CoinValue-4"}	-	BC	C	Sets the value of coin type 4. Values 00.00-99.99.
(5)	Next value of coin type {"=CoinValue-5"}	0	BC	C	Sets the value of coin type 5. Values 00.00-99.99.
(6)	Highest value of coin type {"=CoinValue-6"}	0	BC	C	Sets the value of coin type 6. Values 00.00-99.99.
(7)	Number of decimals {"=NbrOfDecimals"}	0	BC	C	Sets the number of decimals used when displaying credit, rest or price on the display.

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
43	**Language, display** {"DisplayLanguage"}	Swedish	BC	C	Sets the preferred display language. If language is set to other than Swedish, German, French, English, Finnish, Danish, Spanish or Czech, the language displayed will be English.
44	**Cointube status** {"Cointube-status"}	-	BC	-	Sub menus hold information about the number of coins in the connected MDB change giver. MDB change giver, 40:1 needs to be set to "YES". A change giver needs to be connected. There will be a slight delay as the machine initializes the change giver. The text "Wait" will be replaced by the first handled coin type on success.
(1)	First cointube status {"=NbrOfCoins:"}	-	BC	*)	If an MDB-changegiver is connected and menu 40:1 is set to YES, menus 44:1-6 display reported value and number of coins in the change giver's inventory tubes. If ingredient key 1 is pressed when a particular coin type is displayed, the change giver will be ordered to dispense one coin of that type. Not editable by other means than dispensing coins with ingredient key 1 or inserting coins. ***) Authority level > A required to fill. Authority level > B required to dispense.*** (If "Check Change Giver" is displayed, no change giver is detected. If "Check MDB Settings" is displayed, menu 40:1 needs to be set to YES. If "Not Allowed" is displayed the password for authority level C needs to be entered under menu 0)
(2)	Second cointube status {"=NbrOfCoins:"}	-	BC	*)	See above.
(3)	Third cointube status {"=NbrOfCoins:"}	-	BC	*)	See above.
(4)	Fourth cointube status {"=NbrOfCoins:"}	-	BC	*)	See above.
(5)	Fifth cointube status {"=NbrOfCoins:"}	-	BC	*)	See above.
(6)	Sixth cointube status {"=NbrOfCoins:"}	-	BC	*)	See above.
45	**Possibility to revalue an MDB key/card.** {"MDB-Revalue?"}	NO	ABC	C	Activates/deactivates the possibility to revalue an MDB key/card. Default value is NO.
46	**Multivending?** {"Multivending"}	NO	ABC	C	Enables/disables the multivending feature. If set to YES, any remaining credits will not be returned automatically after purchase. Default value is NO.
47	**Escrow function** {"Escrow allowed?"}	NO	ABC	C	Enables/disables escrow function. If set to YES credits can be inserted and then returned by pressing returnbutton, if the machine is equipped with an MDB-changegiver with sufficient change, without buying a product i.e functioning as a changer. Default value is NO.
48	**MDB.card discount** {"MDB-Card discount"}	0	ABC	BC	Sets a discount for customer purchasing using an MDB key/card. If discount is greater than the price of a product, the key/card will not be charged at all, although a key or card with at least 0.01 is required.
49	**Token acceptance** {"Val. TOKEN enabled?"}	YES	ABC	C	Enables/diables token acceptance in validator.

5. Water system

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
50	**Watersettings** {"Def. Watersettings"}	-	ABC	-	Submenus handle default values regarding valve –and pumptime for all ingredient keys.
(1)	{"=Def. ValveTime"}	38	ABC	C	This menu sets the global "ValveTime" value and updates the "ValveTime" value on menus 21-38:6 "ValveTime". 21-38:7, "PumpTime" will be set to Def. ValveTime minus Def.PumpStartDelay. The value is used when a new loadingtable is selected under menu 60 even if the value in the loadingtable selected differs.
(2)	{"=Def. PumpStartDelay"}	10	ABC	C	Works like menu 50:1, but handles the "PumpStartDelay" value.
(3)	{"=Water TestMode"}	-	ABC	-	Used for a normal water dose (for testing). The tank module must be in stand-by mode. Press button 1 to start a water dose with the same settings as for drinks button 1. Press button 2 to end a water dose that has been started.
51	**Target temperature** {"Water Temperature"}	80°C	ABC	C	Sets the preferred target temperature (°C) for the tank module (TM). Range of values 75 - 90.

6. Loading table

Menu 60

The machine's EPROM contains all loading possibilities available on that machine. A loading table ensures that the right drink emerges when a button is depressed and that the drink correctly consists of powder and water. No further programming is necessary if the factory-set values are accepted. If the loading table has been chosen, it is thus important

- ❑ that the right stickers are in place (with or without prices),
- ❑ that the right cup and any cartridges have been installed
- ❑ that a copy of the loading table has been set up inside the machine (or that this has been assured by other means) so that the different drinks are in the right place during refilling.

Main-/ Sub-menu	*Description {"Display text"}*	*Default*	*Authorisation Visibility*	*Change*	*Comment*
60	**Loading table (selected)** {"Loading Table"}	1	ABC	BC	Selects and loading table. All values on menus 21:1-38:12, except 21-38:3 Price, will be set to predefined values for the selected loading table. Values 1-18.

Once a loading table has been selected, the following happens:

- ❑ ***The loading table is copied to the parameter 'Loading table (editable)' where it can be changed manually. Manual changes only affect the parameter 'Loading table (editable)'. The standard loading table is unaffected.***
- ❑ ***The parameters for drinks buttons ('Button X....') take their values from the selected loading table.***

61	**Loading table (editable)** {"Edit Loading Table"}		BC		Each submenu represents one compartment (carousel position). The value shows to which group a compartment belongs. Range of values 0-16.
(1) - (16)	Compartment {"=Comp. Group, Comp -"}	0	BC	BC	16 sub menus

Once a loading table has been loaded into the working memory, it can be edited. This change does not affect the 'original' in E-PROM. If you are not satisfied with the change, you can reload the same loading table from menu 60, and any changes that have been made will be lost. An edited table can thus NOT be saved.

Each submenu represents a compartment (carousel position).

The parameter value shows to which group a compartment belongs.

For a more detailed description of the standard loading table see section 'Loading table' in the Service Manual.

7. Compartment

Menu 72

It is important to check this menu if cartridges are being used as an extra addition. Each cartridge is marked with a maximum value for the number of doses which it can supply. This figure should be noted down in the vicinity of the machine and checked every time a new cartridge is fitted. There is a risk otherwise that no signal will be received when replacement is necessary or that the cartridge's content will not be used as effective as it should be.

Main-/ Sub-menu	*Description {"Display text"}*	*Default*	*Authorisation Visibility*	*Change*	*Comment*
72	**Number of cups in a cup stack /number of dosages in a full drink cartridge** {"Nbr cups/dosages"}		ABC	-	Shows how many cups there are in a cup stack /number of dosages there are in a full drink cartridge Range of values 0-500.

Each submenu represents one stack / drink cartridge. 1 - 11 = cup stacks in the carousel.

Each new drink cartridge contains a fixed number of dosages. A list of recommended values is available from the retailer. The value must correspond to the value that the machine's microprocessor knows for the drink. If the values differ, they must be adjusted.

(1) - (11)	Number of cups in the cup stack {"=Cups/Dos,Comp. -"}	90*)	ABC	A	*) 90 cups in a full stack.
(12) - (15)	Number of dosages in the drink cartridge {"=Dos.,Cartridge -"}	180*)	ABC	A	If menu 60 is set to > 6, submenus 12-15 handle additive cartridge dosages 1-4 like above. *) 180 number of dosages in a full cartridge
73	**Number of cups /dosages (dafault)** {"Def. Nbr cups/dos."}	-	ABC		Submenus set the default values used when setting a new or reloading the same loading table under menu 60.
(1)	Number of cups in the cup stack **(default)** {"=Def.cups, stack"}	90	ABC	A	Sets default number of cups per stack. ***If the machine is reset to "Basic setting" by means of Menu 3, the number of cups will be reset to this value for all 11 compartments on the carousel. After basic setting, Menu 72 must be checked.***
(2)	Number of dosages in the drink cartridge **(default)** {"=Def.dosages, cart."}	180	ABC	A	Sets default number of dosages per additive cartridge. Authority A is enough to change. ***If the machine is "Reset" by means of Menu 3, the maximum number of doses is reset to this value for all four cartridges. After resetting, Menu 72 will thus need checking.***

8. Statistics

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
80	**In-cup beverages and canned beverages.** {"Sales Statistics"}	-	ABC	-	Submenus display sales statistics for in-cup beverages and canned beverages.
(1)	{"=In-Cup Acc. Total"}	-	ABC	-	Displays total value of dispensed in-cup beverages. Not editable.
(2)	{"=In-Cup Res. Total"}	-	ABC	-	Displays value of dispensed in-cup beverages since last reset of this value. Menu 89 resets statistics.
(3)	{"=Cans Acc Total"}	-	ABC	-	Displays total value of dispensed cans. Not editable.
(4)	{"=Cans Res. Total"}	-	ABC	-	Displays the value of dispensed cans since last reset. Menu 89 resets statistics.
(5)	{"=Nbr of TOKEN Vends"}	-	ABC	-	Displays the number of vends paid with a token. Menu 89 resets statistics.
(6)	{"=Val. of TOKEN Vends"}	-	ABC	-	Displays the value of all vends paid with token. Menu 89 resets statistics.
(7)	{"=Nbr Cashless Vends"}	-	ABC	-	Displays the number of vends paid with an MDB-key/ card. Menu 89 resets statistics.
(8)	{"=Value Cashless Vends"}	-	ABC	-	Displays the value of vends paid with an MDB-key/card. Menu 89 resets statistics.
(9)	{"=Value of Revalue"}	-	ABC	-	Displays the value that has been transferred/revalued to MDB-keys/cards. Menu 89 resets statistics.
(10)	{"=Coinvalue to Tubes"}	-	ABC	-	Displays the value of all coins inserted and routed to the tubes of an MDB-changer. Menu 89 resets statistics.
(11)	{"=Coinvalue to Cust."}	-	ABC	-	Displays the value of all coins returned to customers. Menu 89 resets statistics.
(12)	{"=Autocleared Value"}	-	ABC	-	Displays the value of all credits erased after 90 seconds inactivity. See menu 13. Menu 89 resets statistics.
81	**Value of inserted coins routed to the coin box since last reset.** {"CoinBox-value"}	-	ABC	-	Displays the value of inserted coins routed to the coin box since last reset. Menu 89 resets statistics.
83	**Total amount of dispensed in-cup beverages.** {"Servings"}	-	ABC	-	
(1)	{"=Acc. In-Cups Served"}	-	ABC	-	Displays total amount of dispensed in-cup beverages. Not editable.
(2)	{"=Resetable Servings"}	-	ABC	-	Displays number of dispensed in-cup beverages since last reset of this value. Menu 89 resets statistics.

Main-/ Sub-menu	Description {"Display text"}	Default	Authorisation Visibility	Change	Comment
(3)	{"=Acc. Cans Served"}	-	ABC	-	Displays total amount of dispensed. Not editable
(4)	{"=Res. Cans Served"}	-	ABC	-	Displays the number of dispensed cans since last reset. Menu 89 resets statistics.
84	**Total number of sold items per button.** {"Servings per Button"}	-	ABC	-	
(1-18)	"=Recipe X"}	-	ABC	-	Submenus 1-18 display total number of sold items per button. Not editable.
85	**Number of prepared beverages per ingredient key since last reset.** {"Res. Serv. per Btn"}	-	ABC	-	
(1-18)	Sales per drink {"=Recipe X"}	-	ABC	-	Submenus 1-18 display number of prepared beverages per button since last reset. Menu 89 resets statistics.
86	**Number of free drinks served.** {"FreeDrinks served"}	-	BC	-	Displays number of free drinks served.
87	**Number of errors per error type.** {"Errors"}	-	ABC	-	Submenus display number of errors per error type.
(1-37)	{"=EXX —"}		ABC		Submenus 1-37 display number of errors per error type. Not editable.
89	**All resetable statistics** {"Reset All Statist."}	NO	BC	C	If YES is selected all resetable statistics are cleared. All EVA-DTS resetable fields will be reset as if an audit list 1 had occurred. Authority > B is needed to reset values.
90	**EVA-DTS password** {"Reset EVA-DTS Pwd?"}	NO	C	C	If YES is selected the password required for collecting audit data using an EVA-DTS audit data collector will be reset to 0000. The password will be set again the first time an audit data collector unit using a password other than 0000 collects audit data from the machine.

Menu summary

Things to consider before delivery

Menu 60
The machine's EPROM contains all the loading variations set up for this machine, currently 8. A loading table ensures that the right drink is dispensed when a button is pressed, and that the drink has the right amount of powder and water. No further programming is needed if the factory settings are kept. If the loading table has been selected, it is therefore important

- ❑ that the correct menu stickers are in place (with or without prices),
- ❑ that the correct drink cartridges are fitted,
- ❑ that a copy of the loading table is put up inside the machine (or that this is safeguarded in some other way) so that the different drinks end up in the right places when they are refilled.

Menus 40, 41
These menus relate to the payment equipment, which may vary to suit customer requirements.

Menu 43
The right language should be correctly set on the display.

Menus 45 - 48
These menus relate to the payment key, if this option should be available and, if so, how it should be used.

Menu 72
See below.

Programming when the machine is in use
It should normally be possible for this programming to be carried out by the customer and at the customer's site.

Menus 11, 12 and 13
These menus relate to the pricing of drinks and they may be adjusted as required.

Menu 44
Day-to-day handling of coin dispensers and money boxes for machines that do not serve free drinks.

Menu 72
It is important to check this menu if powder cartridges are used as extra supplements. Each powder cartridge is labelled with the maximum number of doses that can be dispensed. Make a note of this number by the machine and check it each time a new powder cartridge is fitted. Otherwise, there is a risk that no signal will be given when it needs to be changed or that the contents of the cartridge are not used as efficiently as possible.

Menus 80 - 89
Deal with statistics on usage.

Programming example: *Enter service code*

Here the service staff can enter the authorisation code B or C to access and configure the menus that require these authorisation levels.
The preset authorisation code for B is 9317 for C is 1001

Main menu: 0 "Enter Password"

Initial position: The door has been opened and the programming button presed. The door can either be closed or remain open. The display shows main menu "Enter Password", no 0.

1

Press ***button 3*** to accept the menu choice. Now the display shows '00'

PROG (A)
0 Enter Password
00

2

Press preset code 1001 (for authorisation C) by increasing the parameter value with ***button 1*** or decreasing it with ***button 2***.
Press ***button 3*** to accept and go to the next group of numbers.

PROG (A)
0 Enter Password
1001

3

When the last number has been entered, press ***button 3*** to accept.
The code is now shown on the bottom line.

PROG (A)
0 Enter Password
1001
1001

To go to another menu

4

Press ***button 4*** to return to the menus. The display shows "Enter Password" again.

PROG (A)
0 Enter Password

5

Press ***button 1*** to go to the menu requiring the Service Code

You have to be in a main menu to be able to use button 6 to conclude. The LEDs next to the relevant programming buttons will show green during programming when in programming mode.

Note!
After ending configuration with button 6, the service code returns to A (0000)

Programming example: *Common or individual prices.*

In our example we have used menu 11, which sets whether we want a common price for the drinks.
The common price is set under menu 12.
Individual prices are set under menus 21 -38 submenu "Price"

Service code **B or C**

Main menu: **11** "All same price?"

Initial position: The door is open and the programming button has been depressed. The service code for Level B or above has been entered under menu 0. The door can either be closed or left open. The display will show main menu "Enter Password", no 0.

1 Press ***button 1*** (increase) until "All same price?" is shown.

PROG (B)
11 AllSamePrice?

2 Press ***button 3*** to accept the menu choice. Now the display shows either "NO" or "YES". Change to "YES" with button 1 or to "NO" with ***button 2***.

PROG (B)
11 AllSamePrice?
NO

3 Press ***button 3*** to accept.
The choice is shown on the bottom line.

PROG (B)
11 AllSamePrice?
YES
YES

To go to another menu, finish or save the change:

4 Press ***button 4*** to return to the menus. The display shows "All same price?" again.

PROG (B)
11 AllSamePrice?

5 Press ***button 6*** to finish.
The change is now implemented and stored. It takes a few seconds for the data to be stored. If the door is closed the buttons on the menu panel go back to being drink selection buttons.

Start....

You must be at the main menu when pushing button 6.

This programming example can also be found in the Operator's Manual

Programming example: *Individual drink prices*

This setting is only applicable if individual drink prices have been set from **Menu 11** by answering **NO** to this menu option. See the programming example. Individual drink prices are set from this menu.

Main menu: 21 –38 "Ingredient Key" **Submenu** "Price"
Menu 21 refers to drink no 1 according to the menu panel (usually coffee).
Menu 22 refers to drink no 2 according to the menu panel etc.
Only the submenu "Price" is available without an authorisation code. **Other submenus require Authorisation Code B.**

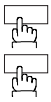
Initial position: The door has been opened and the programming button pressed. The door can either be closed or remain open. The display shows main menu "Enter Password", no 0.

Example: Illustrates how to set the price of drink no 1 to 20 eurocent. Prices for other drinks are set in the same way.

1

Press ***button 1*** (increase) until menu "Ingredient Key 1".

PROG
21 Ingredient Key 1

2 

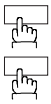
Press ***button 3*** to accept the menu option. Go to submenu "Price" using ***button 1***.

PROG (A)
21 Ingredient Key 1
=Price

3

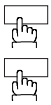
Press ***button 3*** to accept the menu choice and go to the parameter value. Now the display shows:

PROG (A)
21 Ingredient Key 1
=Price
00.00

4 

Increase the value with ***button 1*** (or reduce it with ***button 2***). Accept the price shown with ***button 3***.

PROG (A)
21 Ingredient Key 1
=Price
00.20

5 

Press ***button 4*** to return to main menu "Ingredient Key 1" again. We can now continue to the next drink with button 1, etc. or…..

PROG (A)
21 Ingredient Key 1

To end and save changes:

6

Press ***button 6*** to finish.
The change has now been implemented and saved. It takes a few seconds for the data to be stored. If the door is closed the buttons on the menu panel go back to being drink selection buttons. If all drinks have been priced, button 6 just needs to be pressed once to apply to all.

Start....

You must be at the main menu when pushing button 6.

This programming example can also be found in the Operator's Manual

Programming example: *Change tubes – status*

Service code **C** (change)
Main menu: 44 "Coin tube status"
Initial position: The door has been opened and the programming button pressed. The door can either be closed or remain open. The display shows main menu "Enter Password", no 0.

1

Press ***button 1*** to go to main menu "Cointube status". Accept with ***button 3***. This takes you to the first coin tube in the coin dispenser. "0.05" on the display shows that the coin tube holds 5-eurocent (or others) coins.

PROG (C)
44 Cointube-status
=NbrOfCoins:0.05

2

If you want to fill up this coin type, or alternatively empty the coins into the coin box, accept with ***button 3***. (Otherwise continue with ***button 1*** to the next coin tube.) The last line of the display now shows the number of coins in the coin tube, e.g. "10".

PROG (C)
44 Cointube-status
=NbrOfCoins:0.05
10

Refilling the coin tube

3

Fill up with 5-eurocent coins. The number "10" increases as each coin is inserted.

Emptying coins into the coin box

3

Press ***button 1*** to empty the coins into the coin box. The number "10" decreases with each press.

4

Press ***button 3*** to proceed to the next coin tube or press button 6 to end.
The change is now implemented and stored. It takes a few seconds for the data to be stored. If the door is closed the buttons on the menu panel go back to being drink selection buttons.

Start....

You must be at the main menu when pushing button 6.

This programming example can also be found in the Operator's Manual

Programming

Programming example: *Changing the number of doses for a drinks cartridge being exchanged*

Relevant when adjusting the standard values for the cartridges under the current loading programme.

Main menu: 72 "Nbr cups/dosages" **Submenu** "=Cups/dos., Cartr. 01"

Service code: B

Initial position: The door has been opened and the programming button has been pressed. The door can either be closed or remain open.The display shows main menu "Enter Password", no 0.

Example: In this example, the empty drinks cartridge is on the far left of the row. The machine will be re-programmed from dosage value 130 to 150.

1 Press ***button 1*** (increase) until the menu "72 Nbr cups/dosages" is shown

PROG (B)
72 Nbr cups/dosages

2 Press ***button 3*** to accept the menu choice.
Go to submenu "=Cups/dos., Cartr. 01" with ***button 1***.

PROG (B)
72 Nbr cups/dosages
=Dos. Cartridge 01

3 Press ***button 3*** to accept and go to the parameter value, 130.

PROG (B)
72 Nbr cups/dosages
=Dos. Cartridge 01
130

4 Increase the value to 150 with ***button 1***.
Press button 3 to accept.

PROG (B)
72 Nbr cups/dosages
=Dos. Cartridge 01
150

5 Press ***button 3*** to the return to submenu, i.e. to be able to adjust or check the value for further cartridges. Return to Main Menu "72 Nbr cups/dosages" using ***button 4.***

PROG (B)
72 Nbr cups/dosages

To end and save changes:

6 Press ***button 6*** to finish.

The change is now implemented and saved. 130 dosages have now been changed to 150 dosages for the drinks cartridge in compartment no 1 on the row.

Start....

You must be at the main menu when pushing button 6.

Note! The cartridge must be changed for the number of dosages in the cartridge to correspond to the value that has been set.

This programming example can also be found in the Operator's Manual

Programming an additive for a selected basic drink

Only applies to machines fitted with drink cartridges.

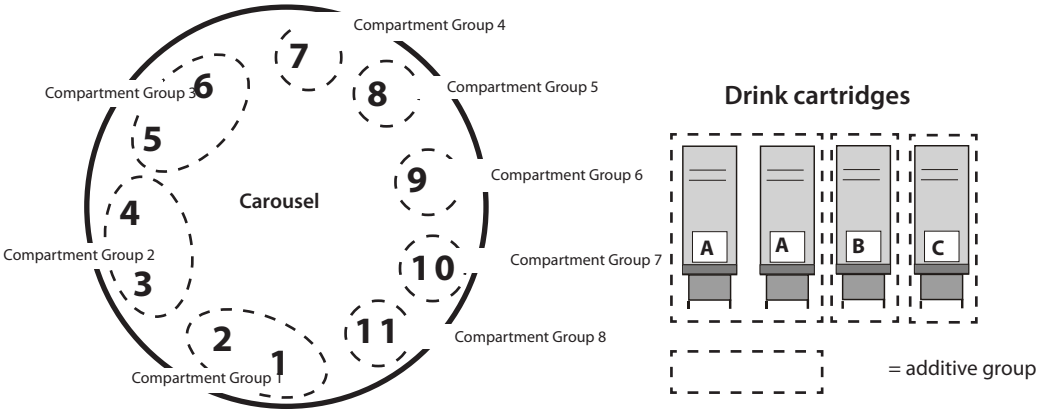
Main menu: **21 - 38** "Ingredient Key -" **Submenu** {"=Additive Group (1)"} (8)
{"=Additive Dosages (1)"} (9)
{"=Additive Group (2)"} (10)
{"=Additive Dosages (2)"} (11)

Authorisation: **B**

Starting point: The door has been opened and the programming button has been pressed. The door can either be closed or remain open. The authorisation code has been changed to B from menu 0.

Example: **In this example** we follow **loading table 14** and set the values according to this:

Button	Variation 14 according to the loading table	Menu	Submenu (8)	(9)	(10)	(11)
1	Comp.Group 1	21	0	0	0	0
2	Comp.Group 1+A	22	A	1	0	0
3	Comp.Group 1+B	23	0	0	B	1
4	Comp.Group 1+C	24	0	0	C	1
5	Comp.Group 1+A+C	25	A	1	C	1
6	Comp.Group 1+A+B	26	A	1	B	1
7	Comp.Group 1+B+C	27	B	1	C	1
8		28	0	0	0	0
9		29	0	0	0	0
10	Comp.Group 2	30	0	0	0	0
11	Comp.Group 3	31	0	0	0	0
12	Comp.Group 4	32	0	0	0	0
13	Comp.Group 5	33	0	0	0	0
14	Comp.Group 6	34	0	0	0	0
15	Comp.Group 7	35	0	0	0	0
16	Comp.Group 8	36	0	0	0	0
17		37	0	0	0	0
18		38	0	0	0	0



Gematech Innovation

CE Doc.No: 36 544/E- 2 rev 02

3

Repair/Adjusting

Service Instructions Jede 1200E

In this chapter

- ❑ Test running
- ❑ Troubleshooting
- ❑ Assembly description
- ❑ Adjusting and resetting
- ❑ Wiring diagram
- ❑ Service
- ❑ Guarantee
- ❑ Technical data

English

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- 10 Replacing the inlet valve
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- 14 Replacing the overheating protection
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- 15 Replacing the push button panel
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- 19 Resetting the overfill protection
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21 Wiring diagram

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The machine can be test-run in two ways:

Test running without coins

The machine can be test-run without inserting a coin. All other functions remain unaffected. There is a toggle switch on the circuit board on the door to switch to free dispensing.

- ❑ Open door
- ❑ Turn switch to "ON".

> ***If the switch setting should include CanVendor products as well, the meny 8, submenu "=Disable Free Switch", must be set to 'NO'***

> ***Do not forget to reset the switch to "OFF" on concluding the test.***

> ***This method should only be used by trained staff.***

1. Toggle switch for free dispensing

Test running without heat or water

This can be one way of test-running functions not utilising heat or water.

The machine can be test-run exactly as normal, but the machine will neither heat up nor take in water.

> ***The water tank is not filled up under 'Test Run' mode.***

To escape from test-running

- ❑ Unplug from the mains
- ❑ Shut the door
- ❑ Replace the mains plug.

To select test-running = Service mode

See the section 'The machine's functional modes' in chapter 2 in thes manual.

- ❑ Unplug from the mains with the door closed.
- ❑ Open the door
- ❑ Plug into the mains again without shutting the door.

Troubleshooting

Troubleshooting using error codes

Error code	Description	Cause / Remedy	
E00	Machine out of order	No communication between the PC-boards and/or the display.	❑ BM out of order. ❑ The jumper in the TM is lost.
E01	Timeout carousel	❑ The carousel cannot find the right position. ❑ The carousel is stuck.	Check that it is screwed in correctly and that nothing is stopping it moving.
E02	Timeout cup presenter.	The presenter is stuck.	Locate the fault.
E03	Overpower motors	High power consumption by any of motor, pump, inlet- or outlet valve.	Measure the resistance
E04	Dispensing failure.	Cups stick together, do not dispense.	Red diode marks the stack (when door is open). Acknowledge with button 3, 3 times/stack.
E05	Photocell does not register carousel.	The fault is not stored in the error memory - cannot be displayed.	
E06	Cup in place.	There is a cup or other object where the cup should be.	Remove the cup.
E07	Driptray full		❑ Drain and clean the driptray. ❑ Check connections for good contact.
E08	Internal error processor (SM)	❑ Internal error in the SM PC-board. ❑ Too old EPROM together w. new TM PCB.	❑ Change the the PCB.
E09	RS-485 error (SM)	SM-, TM- or display PCB broken.	Change by try.
E10	Maximum time for first filling obstructed	❑ Water supply obstructed	❑ Make sure water filling is reaching the machine (temporary interruption to the mains water supply may be the cause of the fault) ❑ If the machine is equipped with a water filter - check if the filter is blocked and if it is, replace the cartridge. ❑ Clean inlet valve filter
E11	Maximum level not reached within 3 servings ***The overfill protector has not triggered***	❑ Inlet valve not opening	❑ Measure voltage at valve outputs when purchasing a drink. If voltage = 20 to 25 V, the inlet valve is defective and needs changing. If the voltage is below 20 V, see if the float switch is indicating low water (0 - 1 W). If not, replace switch, otherwise circuit board.
		❑ Water leaking from the tank	❑ See fault: 'Machine leaking water'.

Error code	Description	Cause / Remedy	
E10	Maximum time for first filling obstructed	❑ Float switch in tank has not given signal to interrupt flow of water.	❑ Check that the switch is correctly seated (straight) and then measure its resistance in raised position. If resistance is below 3 MW, the switch is defective and needs changing.
E11	Maximum level not reached within 3 servings ***The overfill protection has triggered. The overfill protector can be reset, see section 'Resetting the overfill protector'***	❑ Float switch working but circuit board or inlet valve defective.	❑ Reset level control, check connections between float switch, circuit board and inlet valve. Then measure voltage on inlet valve when purchasing drink. If the voltage (24 V approx.) is not interrupted when the float switch indicates high water lever the circuit board is defective and needs changing. If the voltage is interrupted but water continues to flow in, the inlet valve is defective and needs changing.
E12	Overpower, exits	High power consumption by any of pump, inlet- or outlet valve.	Measure the resistance.
E13	Low temperature Temperature in water tank below 50° C.	*If the temperature fails to rise:* ❑ No current reaching machine ❑ Overheating protection triggered ❑ Temperature sensor not working. ❑ Heater element faulty	❑ Check mains cable and fuse ❑ Reset as per description in section 'Resetting the overheating protector'. ❑ Change the temperature sensor. ❑ Change the heater element
E14	Illogical temperature Temperature recorded in water tank below 1° C or above 110° C	❑ Temperature wrongly set or temperature sensor faulty ❑ Too little water in tank	❑ Change the temperature sensor (can not be adjusted) ❑ See 'E10, E11'
E15	Internal fault in microprocessor	Computer fault in tank module	Change the PC-board by try.
E16	RS-485 fault	❑ SM, TM-card or display PCB broken. ❑ The "jumper" is not in the correct position	❑ Change by try. ❑ Adjust
E17	Fault on push-button panel	❑ Fault in connections to/from control panel ❑ Wires to control card not connected (no buttons working) ❑ Fault on control card (no buttons working) ❑ One or more buttons malfunctioning	❑ Checking wiring ❑ Check and plug in poss. loose contact. ❑ Change the PCB. ❑ Change the push-button panel.
E18	MDB/ICP-error, no answer	MDB-error in the change giver, key system or BM PVB.	Check, and change the broken device.

Error code	Description	Cause / Remedy	
E19	Internal fault local processor (BM)	❑ Shorting bar J11 missing on door card ❑ Data error in PC-Board BM	❑ Check shorting bar J11 (adjacent programming button) ❑ Change
E21	Coin tube activated	❑ A coin or objekt is stuk in the coin tube ❑ There may be magnetic object or rubbish in the coin dispenser. ❑ The coin dispenser is full ❑ The coin mechanism defective ❑ Poor fit between the coin tube and the coin dispenseer.	❑ Clear the tube ❑ Press the coin return button ❑ Dismantle coin dispenser and remove any rubbish. ❑ Empty the coin box ❑ Replace the coin mechanism. ❑ Check that the opening of the coin tube is lined up with the input of the coin dispenser.
E22	Timout initiating	The display has no communication with the BM or TM PCB..	Check the communication.
E23	Timeout serving	Cannot be shown. The error is self-correcting.	
E24	Display error, no answer	The display broken.	Change it.
E25	MDB- change-giver not responding	Change-giver defective	Change it.
E26	MDB billvalidator, no answer	The billvalidator broken.	Change it.
E27	MDB Keyreader, no answer	The card reader is broken.	Change it.
E28	MDB Universal slave, no answer	The slave is broken.	Change it.
E29	EEPROM, write/read error	EEPROM is broken.	Change the BM PCB.
E30	No response from CanVendor	❑ The CanVendor is faulty or not connected properly. ❑ Menu 8:1 in wrong position.	❑ Replace/Check connecting. ❑ Check the setting.
E31	Time out CanVendor service	❑ CanVendor is not properly connected . ❑ CanVendor is faulty.	❑ Check connection. ❑ Replace the CanVendor.
E32	Motor overcurrent CanVendor	Faulty CanVendor	Replace the CanVendor

Error code	Description	Cause / Remedy	
E33	Low or high temperature CanVendor	CanVendor has not reached the menu 8:4 "=CV Target Temp." ± 5 °C	Increase "=CV Target Temp." Let the CanVendor compressor continue cooling the beverages.
E34	CanVendor reports illogical temperature.	❑ The temperature sensor faulty. ❑ The CanVendor not properly initiated.	❑ Replace the temperature sensor . ❑ Check the installation.
E35	Compressor error CanVendor	CanVendor reports internal compressor error	Replace the CanVendor
E36	Dispensation error on CanVendor	CanVendor reports dispensation error	Check the CanVendor for stuck cans or bent dispensers.

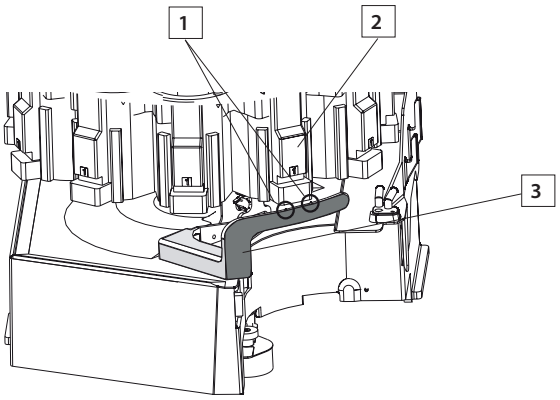
Troubleshooting, otherwise

Description	Cause	Remedy
The coin dispenser is not accepting coins	❑ Defective coin	❑ Try another coin
	❑ Incorrect coin denomination	❑ Check allowable coin denominations.
	❑ Mismatch between coin mechanism and country in system program.	❑ Compare coin mechanism with program setting. Correct any errors by reprogramming or changing coin mechanism.
	❑ The coin mechanism defective	❑ Replace the coin mechanism
	❑ MDB not activated	❑ Activate MDB (Programming menu 40)
	❑ MDB key/card used and key charging not permitted	❑ Remove key/card or activate charging (Programming menu 45)
The coins do not fall down into the coin dispenser	❑ The coin box is full	❑ Empty the coin box
	❑ A foreign object or coin has got stuck in the coin tube.	❑ Press the coin return button.
	❑ Poor fit between the coin tube and coin dispenser.	❑ Check that the opening to the coin tube is directly above the inlet to the coin dispenser.
No display text	❑ There is no power	❑ Check the fuse and wall
	❑ The display is broken.	❑ Change it.
	❑ EEPROM in wrong position.	❑ Check.
Machine leaking or flooding	❑ Level control in inlet valve malfunctioning	❑ Replace inlet valve. See section " Replacing the inlet valve". Seek and cure cause of overfilling. See error codes E10, E11.
	❑ Leak at heater element or float switch.	❑ Check tank gasket and make sure nuts are tight.
	❑ Inlet or outlet valve dripping.	❑ Check hose connections and replace valve.
Too little water filling	❑ Water supply time wrongly programmed	❑ Check setting on main menus 21-28, submenus 6, 7 and 8.
	❑ Too low water pressure. Tank not filling up.	❑ Increase pressure if possible. Otherwise increase amount of water via menu 21:6
	❑ Low water level in tank.	❑ See Error codes E10, E11
	❑ Outlet valve blocked	❑ Remove limescale and dirt.
	❑ Hose constricted	❑ Replace kinked hose.

Description	Cause	Remedy
Water not flowing out into cups.	❑ Faulty outlet valve or circuit board ❑ Water tank empty	❑ Check first that connection between the circuit board and the outlet valve look right. Measure the voltage at the outlet valve when ordering a drink. If voltage is below 20 V the circuit board is defective and needs changing. If the voltage is 20 - 25 V and the outlet valve does not open, the valve is defective and needs changing. See section: "Replacing the outlet valve". ❑ See Error codes E10. E11.

Replacing the inlet valve

The water tank is mounted on a movable bracket inside the machine. Remove the carousel to access the inlet valve.



1. *Markings on the dispenser arm*
2. *Cup dispenser*
3. *Dispenser arm*

Removing the carousel

> ⚠ ***Take the plug out of the wall socket***

1 Start by removing all the cup stacks.

> ***Make a note of their positions in the carousel!***

2 Unscrew the knob in the middle of the cup carousel.

3 Turn the carousel so the markings on the dispenser arm are aligned with one of the cup dispensers.

4 Lift out the carousel upwards and outwards.

5 Place the carousel on a level surface so that none of the cup dispensers are pushed up.

Replacing the inlet valve

6 Turn the water tap off before the machine.

7 Remove the tank lid and place a bucket under the drain hose.

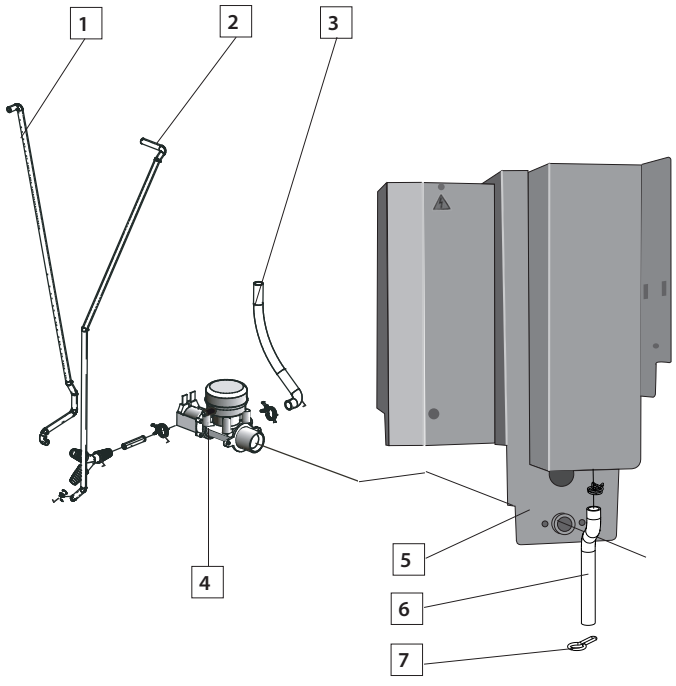
> ⚠ ***Note! The water may be hot!***

8 Loosen the clip on the drain hose and let the water run into the bucket.

9 Loosen the inlet hose, overflow hose and hose to thewater tank.

10 Loosen the securing screws on the valve and replace the valve.

11 Fix the clip to the drain hose and replace the tank lid.



Replacing the carousel

12 Replace the carousel. Make sure the guide pin on the mounting plate fits into the hole in the carousel.

> ***Check that no cup dispensers have been pushed up. If any have, pull them down while holding the cup stack. Start with the nearest one and continue by turning the carousel manually anti-clockwise.***

13 Close the door.

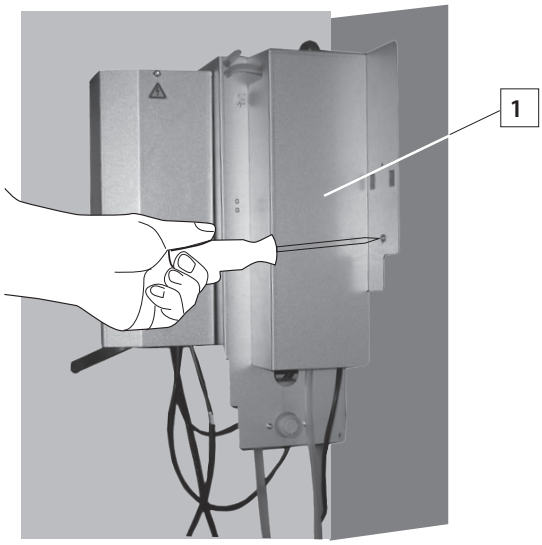
14 Turn on the pressure with the water tap and put the plug in.

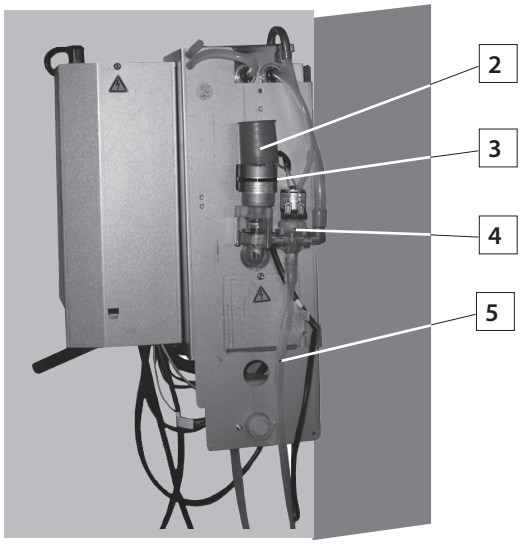
> ***Afterwards check that there are no leaks.***

1. *Hose for ventilating the inlet valve*
2. *Overflow hose between the top of the water tank and the inlet valve.*
3. *Hose to water tank*
4. *Inlet valve*
5. *Tank support*
6. *Drain hose*
7. *Clip*

Replacing the outlet valve and pump

The pump and valve are fitted together as one unit to the water tank. The function of the pump is to provide greater water flow to make froth for certain drinks.





1. *Tank cover plate*
2. *Pump*
3. *Tie*
4. *Valve*
5. *Feeder hose to cup*

Remove the cup carousel as described in the previous section 'Replacing the inlet valve'.

Take the plug out of the wall socket

1 Turn the water tap off before the machine.

2 Remove the tank cover and place a bucket under the drain hose.

Note! The water may be hot!

3 Loosen the clip from the drain hose and let the water run into the bucket.

4 Remove the cover from the water unit. Use a screwdriver.

5 Cut the tie holding the pump.

6 Dismantle the hoses and cabling.

Label the cables so they can be put back in the right places.

7 Pull the unit straight out.

8 Replace the whole unit. A complete valve unit is available as a spare part.

9 Push the pump unit back into place and put on a new tie.

10 Replace the cables and hoses.

11 Replace the cover plate.

12 Replace the clip on the drain hose.

13 Close the door.

14 Turn on the pressure with the water tap and put the plug back in.

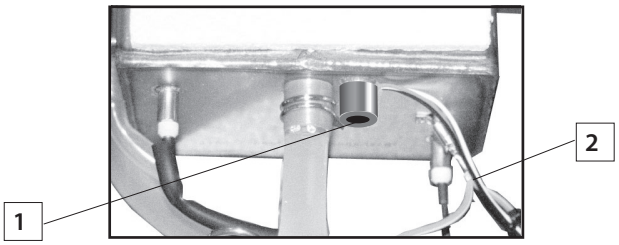
Afterwards check that there are no leaks.

Afterwards check for leaks.

Replacing the temperature sensor

The temperature sensor is fitted on a tube at the bottom of the tank.

It is easier to do this operatin if the tank will be demounted and leaned. For that reason the tank must first be emptied.



Remove the cup carousel as described in the previous section 'Replacing the inlet valve'.

⚠ ***Take the plug out of the wall socket***

1 Turn the water tap off before the machine.

2 Remove the tank cover and place a bucket under the drain hose.

3 Undo the clip on the drain hose and let the water run into the bucket.

⚠ ***Note! The water may be hot!***

4 Remove the tank cover as described in the previous section.

5 Undo the screws holding the protection cover over the electric cabinet and take it out.

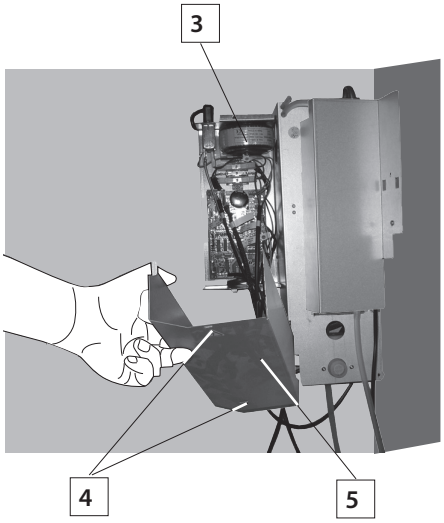
6 Undo the screws holding the water tank unit and take it out.

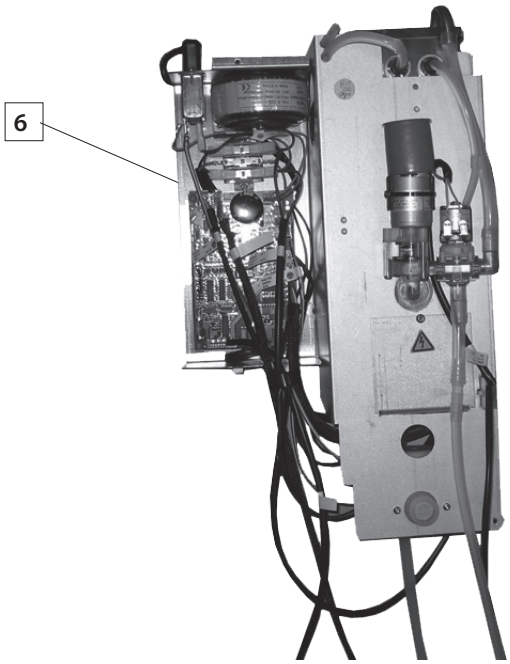
7 Pull the sensor from the tank straight down.

8 Remove the cable connection **J 5** on the control card for the tank module. The cable is blue-white-black.

9 Replace in reverse order.

10 Close the door, open the water tap and put the plug back in.

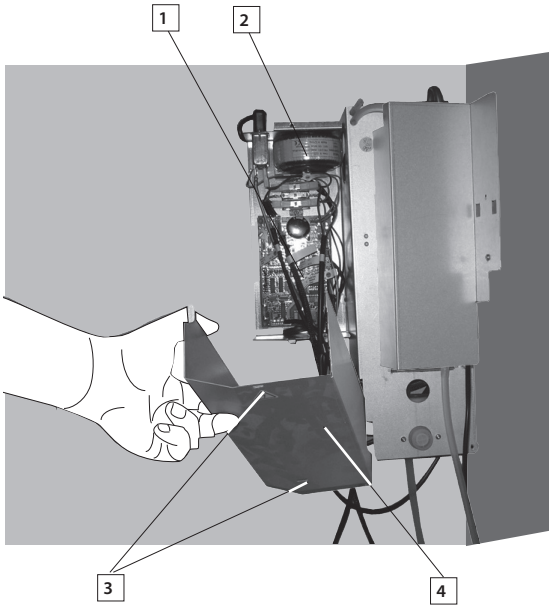




The tank module with removed cover over the electrical cabinet

1. ***Temperature sensor***
2. ***Blue-white-black cable for the temperature sensor***
3. ***Electric cabinet***
4. ***Fastening screws***
5. ***Protection cover***
6. ***Control card for the Tank module***

Replacing the level sensor



1. *Control card for the Tank module*
2. *Electric cabinet*
3. *Fastening screws*
4. *Protection cover*
5. *Level sensor*
6. *Securing nut for the level sensor*

Remove the cup carousel as described in the section 'Replacing the inlet valve'.

⚠ *Take the plug out of the wall socket*

1 Turn the water tap off before the machine.

2 Remove the tank cover and place a bucket under the drain hose.

⚠ *Note! The water may be hot!*

3 Undo the clip on the drain hose and let the water run into the bucket.

4 Undo the screws holding the protection cover over the electric cabinet and take it out.

5 Undo the cable **J 4** on the conntrol card for the tank/service module. See wiring diagram TM-module.

6 Undo the nut on the outside and remove the faulty sensor. Remove the old joint as well!

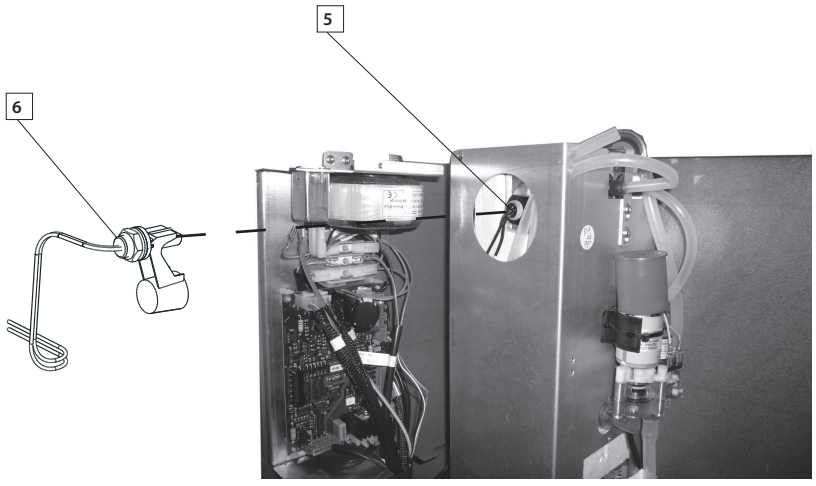
7 Fit the new level sensor with a **new joint.** Do not over tighten the nut so the thread is damaged, but tight enough for the level sensor to make a seal to the water tank.

8 Cut the new cables to a suitable length. Peel back the ends and fit to connection J 4 on the control card.

9 Reassemble in reverse order.

10 Close the door.

11 Turn on the pressure with the water tap and put in the plug.



❗ *Afterwards check that there are no leaks.*

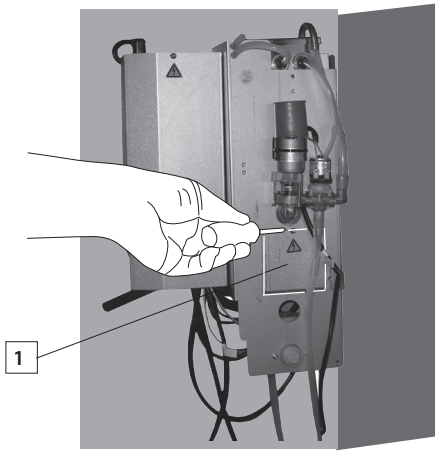
Replacing the overheating protection

The overheating protection is threaded into the tank bottom. It can be reached if the service cover plate on the tank cover is removed.

Remove the cup carousel as described in the section 'Replacing the inlet valve'.

⚠ ***Check that the plug is out.***

Remember that the machine contains hot water and that the water tank and cover may be hot.



1 Remove the tank cover as described in previous section.

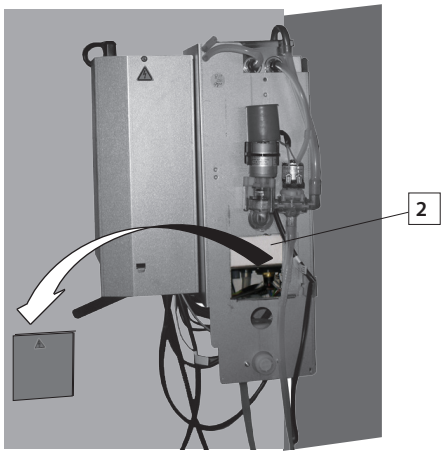
2 Release the screw holding the service cover plate and remove it. The water tank bottom will now be visible.

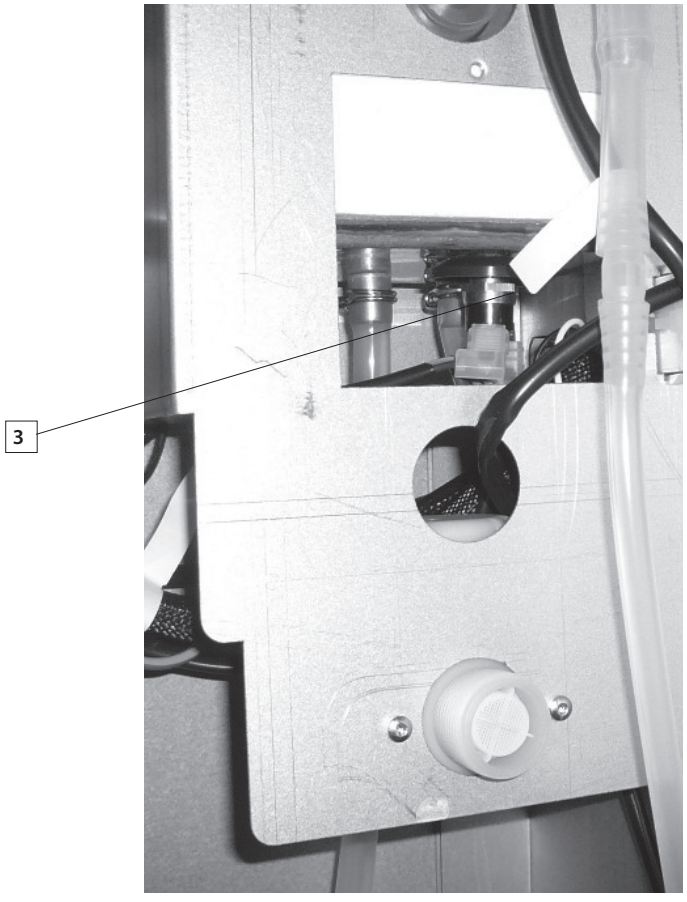
3 Dismantle both the high voltage connections on the overheating protection.

4 Undo the overheating protection from the bracket and replace the unit.

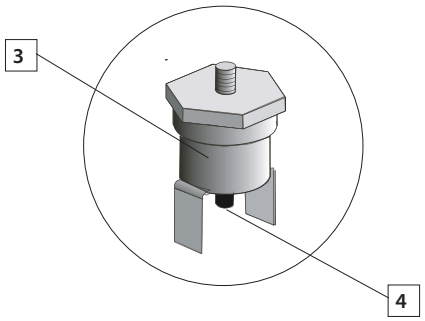
5 Replace in reverse order.

6 Close the door and put the plug back in.





1. ***Service cover plate***
2. ***Bottom part of the water tank***
3. ***Overheating protection***
4. ***Reset button***



Replacing the display

The display is fixed to the inside of the door with two screws.

⚠ ***Pull the plug out of the wall socket.***

1 Open the main door and the inner door.

2 Undo the connection **J 18** on the PC-board for the intermediary module. See wiring diagram.

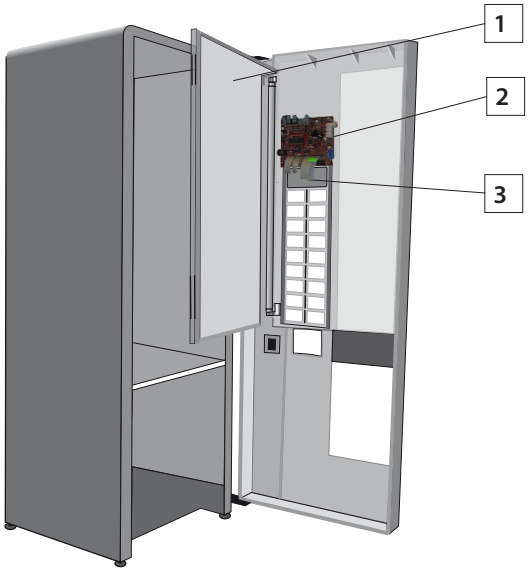
3 Release the display cover, unscrew the display andreplace.

4 Connect the new display to the control card with the ribbon cable.

5 Close the inner door.

6 Close the main door.

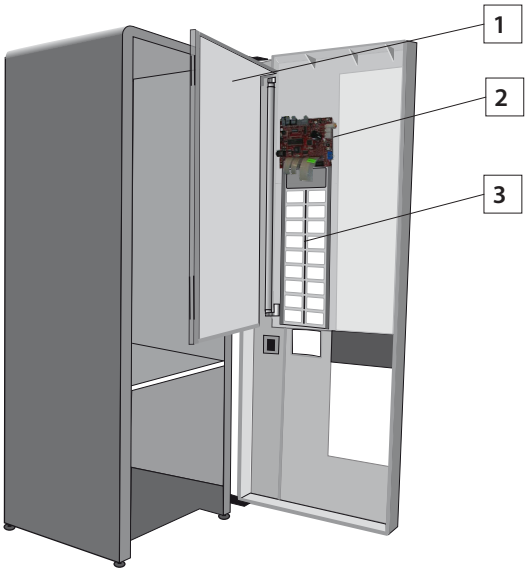
7 Put the plug into the wall socket and give it a test run.



1. ***Inner door***
2. ***PC-board***
3. ***Display***

Replacing the push-button panel

Before dismantling the push-button panel, the display must be removed. See above.



1. ***Inner door***
2. ***PC-board***
3. ***Push-button panel***

⚠ ***Take the plug out of the wall socket.***

1 Open the main door and the inner door.

2 Undo the ribbon cable on the push-button panel on the control card. See wiring diagram.

3 Undo the screws that holding the push-button panel.

4 Push the panel out backwards/inwards.

5 Fit the new one in the same way and connect the ribbon cable.

6 Close the inner door.

7 Close the main door.

8 Put the plug into the wall socket and give it a test run.

Replacing the coin dispenser

The coin dispenser is accessible when the front door is open.

⚠ ***Take the plug out of the wall.***

1 Open the door.

2 Undo the cable from the coin dispenser.

3 Remove the coin dispenser.

4 Connect the new dispenser using the ribbon cable.

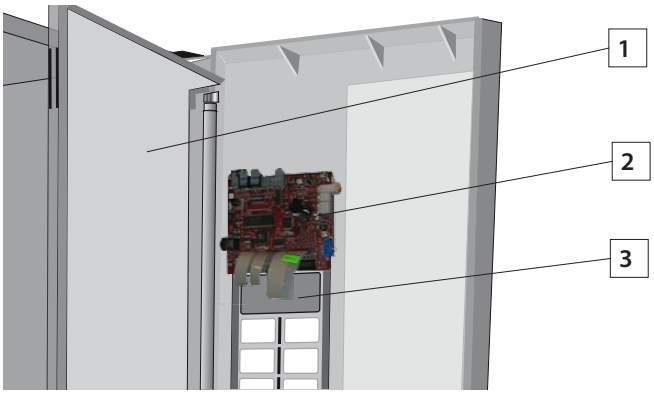
5 Close the door.

6 Put the plug into the wall socket and give it a test run.

Type MARS: This type has three catches to hold the coin dispenser in place. One on the left, one on the right and one at the bottom.

Circuit board control system

Intermediary module



1. *Inner door*
2. *PC-board for the intermediary module (master card)*
3. *Display*

The figure shows the PC-board with the inner door opened.

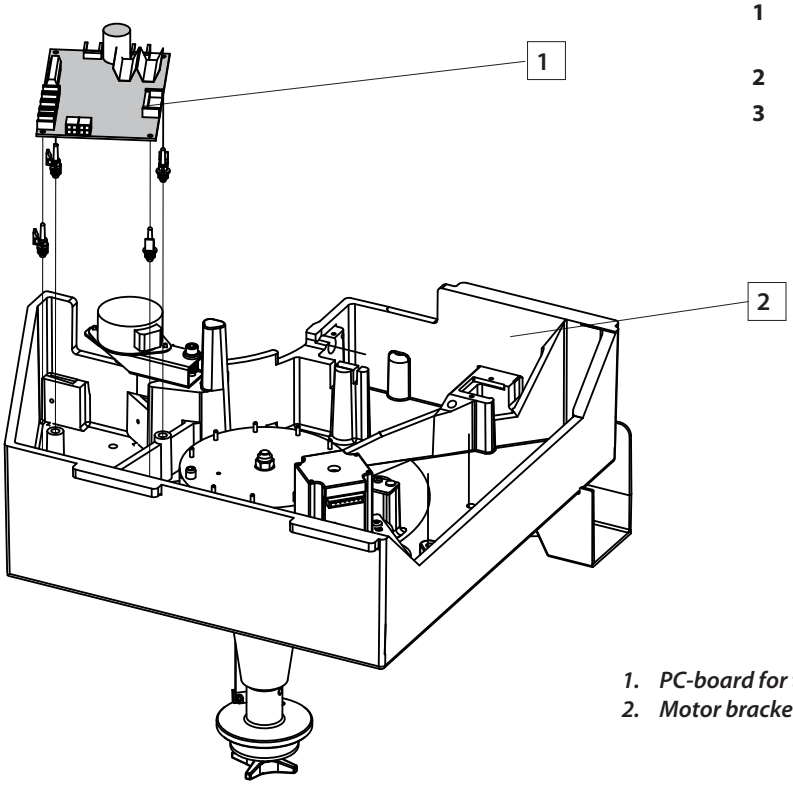
Serving module

The PC-board for the **Serving module** can be found under the motor bracket. It can be accessed by:

1 removing the carousel and drinks cartridges (see previous section)

2 pulling out the cup presenter

3 pulling out the motor bracket and turning it upside down



1. *PC-board for the Serving module*
2. *Motor bracket turned upside down.*

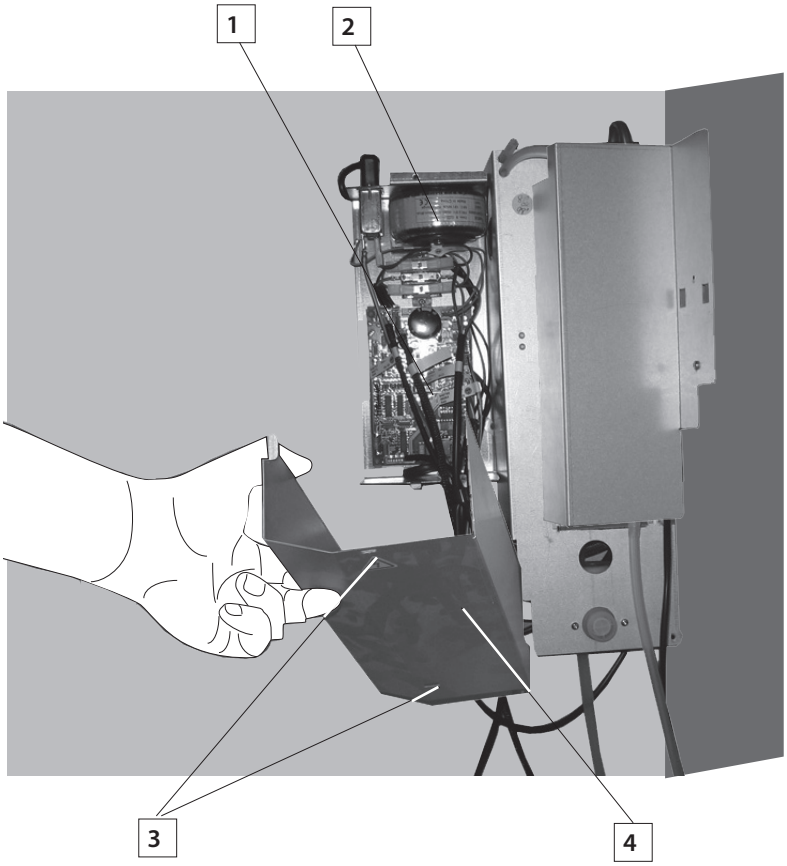
Tank module

The PC-board for the **Tank module** can be found at the electronic cabinet. It can be accessed by:

1 removing the carousel and drinks cartridges (see previous section)

2 Undo the two screws holding the cover plate according to the picture.

3 pulling out the cover plate.



1. *PC-board for the Tank module*
2. *Electronic cabinet.*
3. *Screws holding the cover plate.*
4. *Cover plate*

Resetting the overflow protection

The overflow protection consists of a hose between the top of the water tank and the inlet valve. To even out the pressure, the hose is vented. If the tank becomes overfull, the hose will fill with the water which is blocking the inlet valve. To reset the protection, the overflow hose must be released from the inlet valve and emptied

⚠ ***Check that the plug is out***

1 Turn off the water supply with the water tap.

2 Open the door

3 Locate the overflow hose connection to the inlet valve (left side). Release the hose connection and empty all water out of the hose

4 Slacken the water connection somewhat in order to release the pressure.

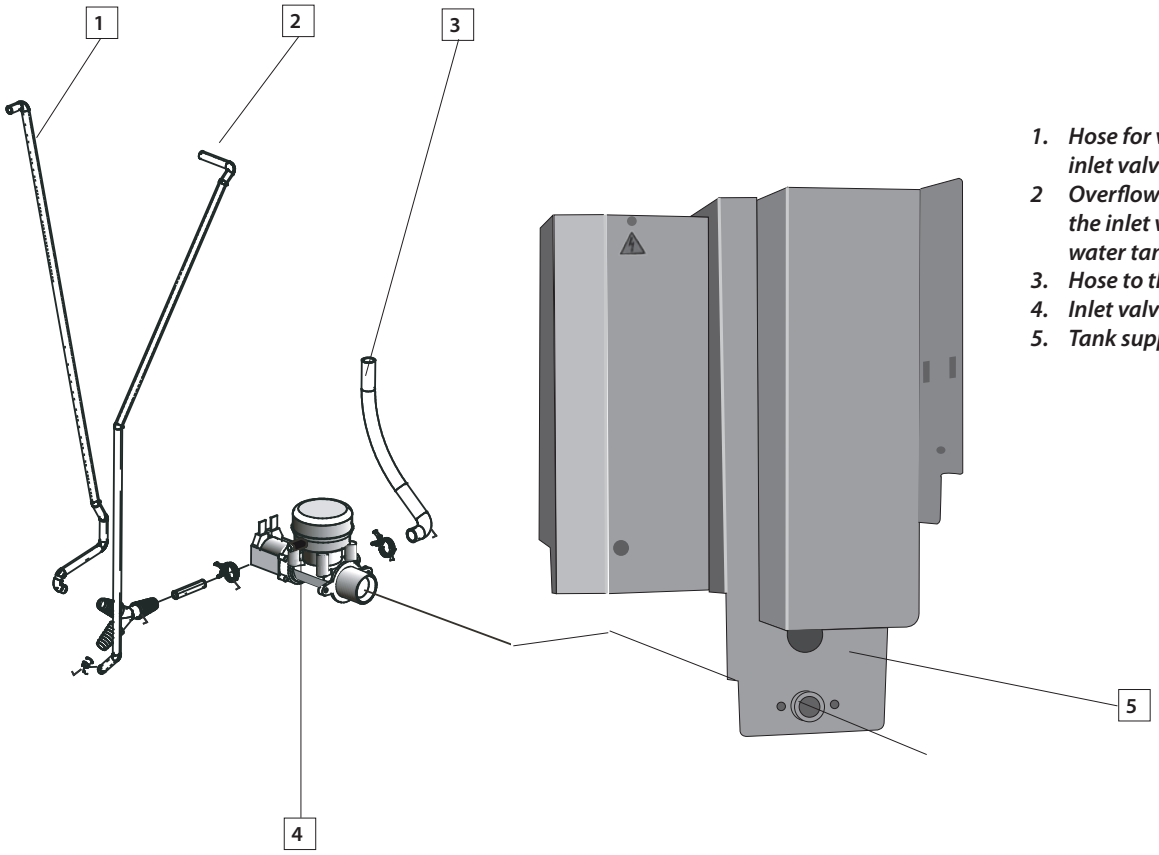
5 Refit the hose and water connection.

6 Close the door.

7 Turn on the pressure with the water tap and put the plug into the wall socket.

Turn on the pressure with the water tap before putting the plug into the wall socket!

Afterwards check for leaks.

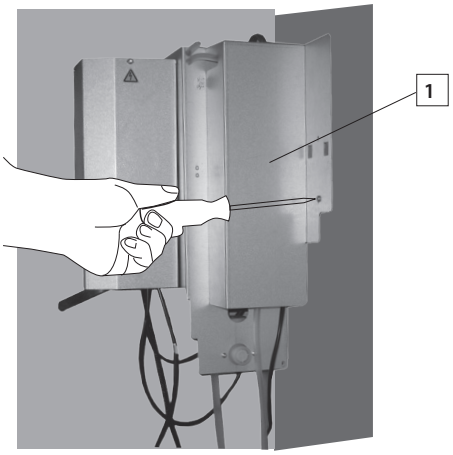


1. *Hose for ventilating the inlet valve*
2. *Overflow hose between the inlet valve and the water tank*
3. *Hose to the watertank*
4. *Inlet valve*
5. *Tank support*

Adjustment and resetting

Resetting the overheating protection

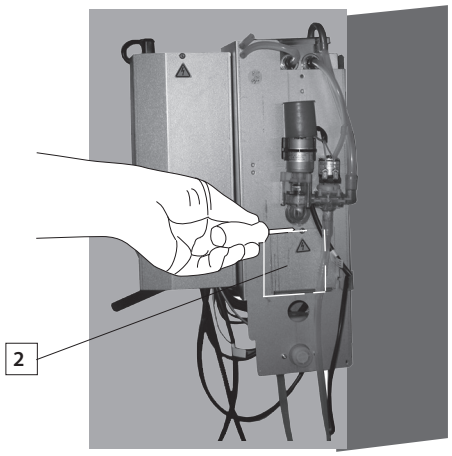
The overheating protection is threaded in the bottom of the watertank. It can be seen if the service lid is demounted.



Remove the cup carousel as described in the section 'Replacing the inlet valve'.

⚠ *Take the plug out of the wall socket and wait for about 10 minutes.*

Remember that the machine contains hot water and that the water tank and cover may be hot.



1 Remove the cover from the water unit. Use a screwdriver. See figure.

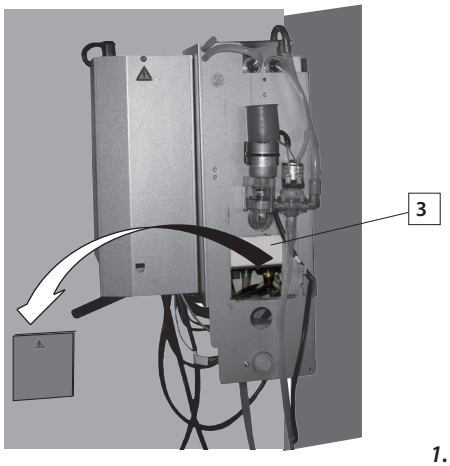
2 Release the screw holding the service cover plate and remove it. See figure. The water tank bottom will now be visible.

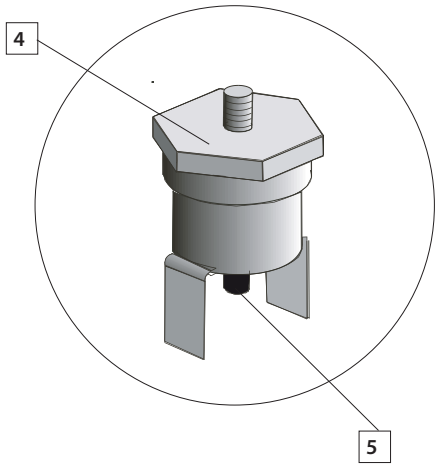
3 Locate the overheating protection as shown in figure and press the reset button with a screwdriver.

4 Refit the carousel.

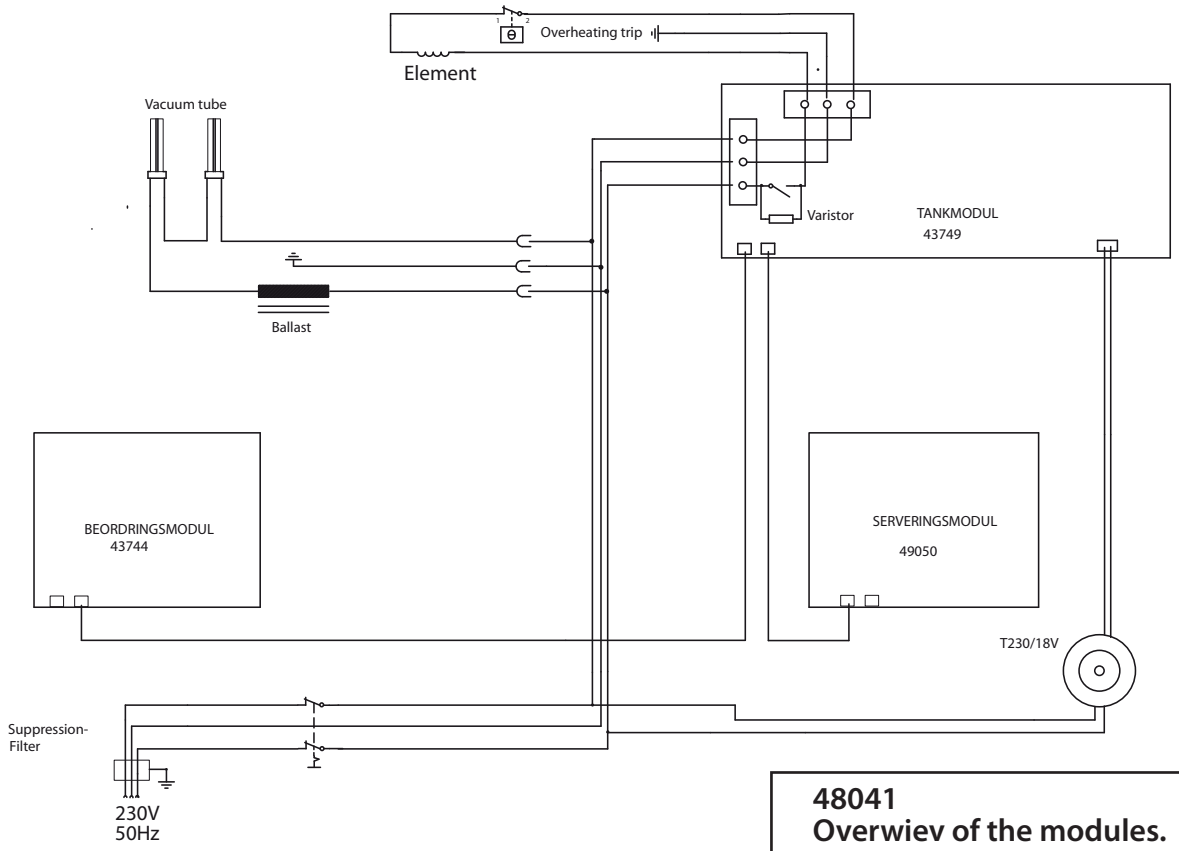
5 Close the door.

6 Put the plug back in.

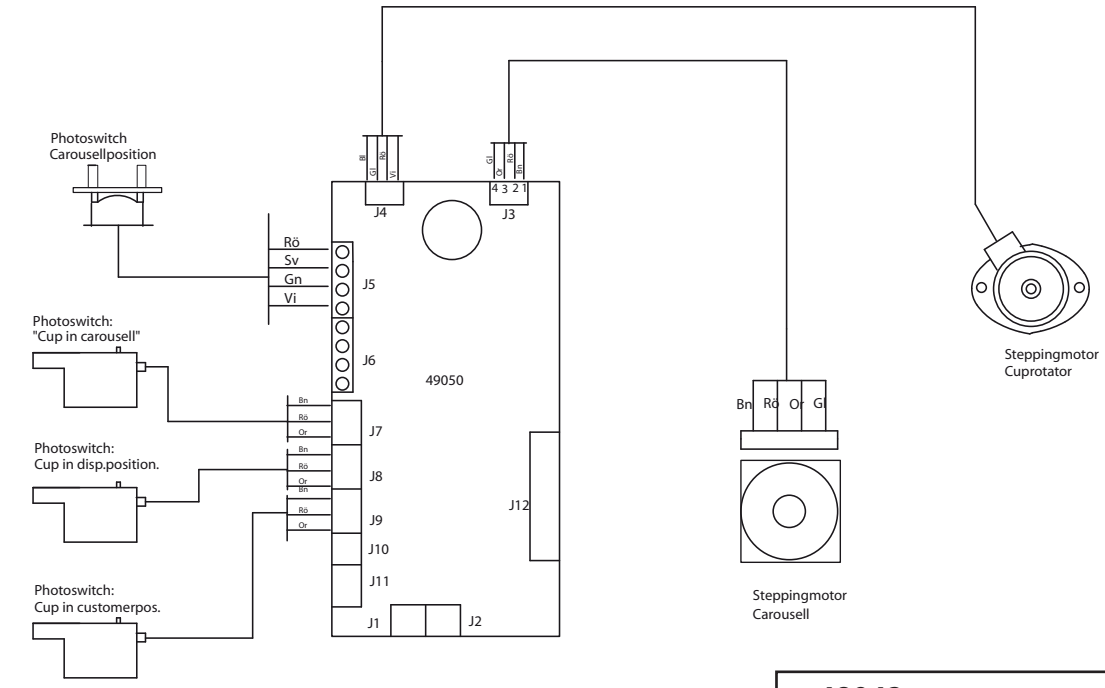




1. *Cover plate*
2. *Service cover*
3. *Bottom part of the water-tank*
4. *Overheating pretection*
5. *Reset button*

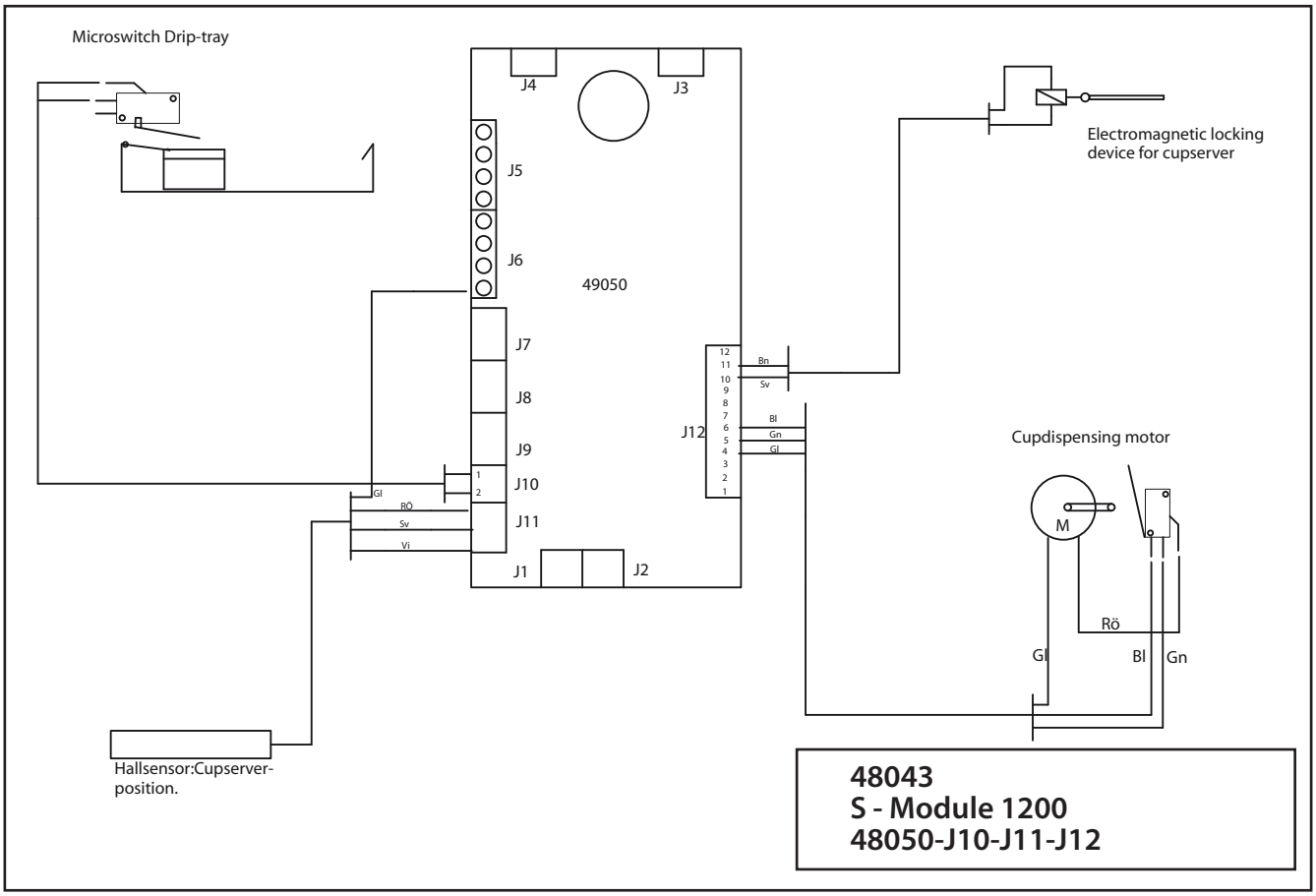


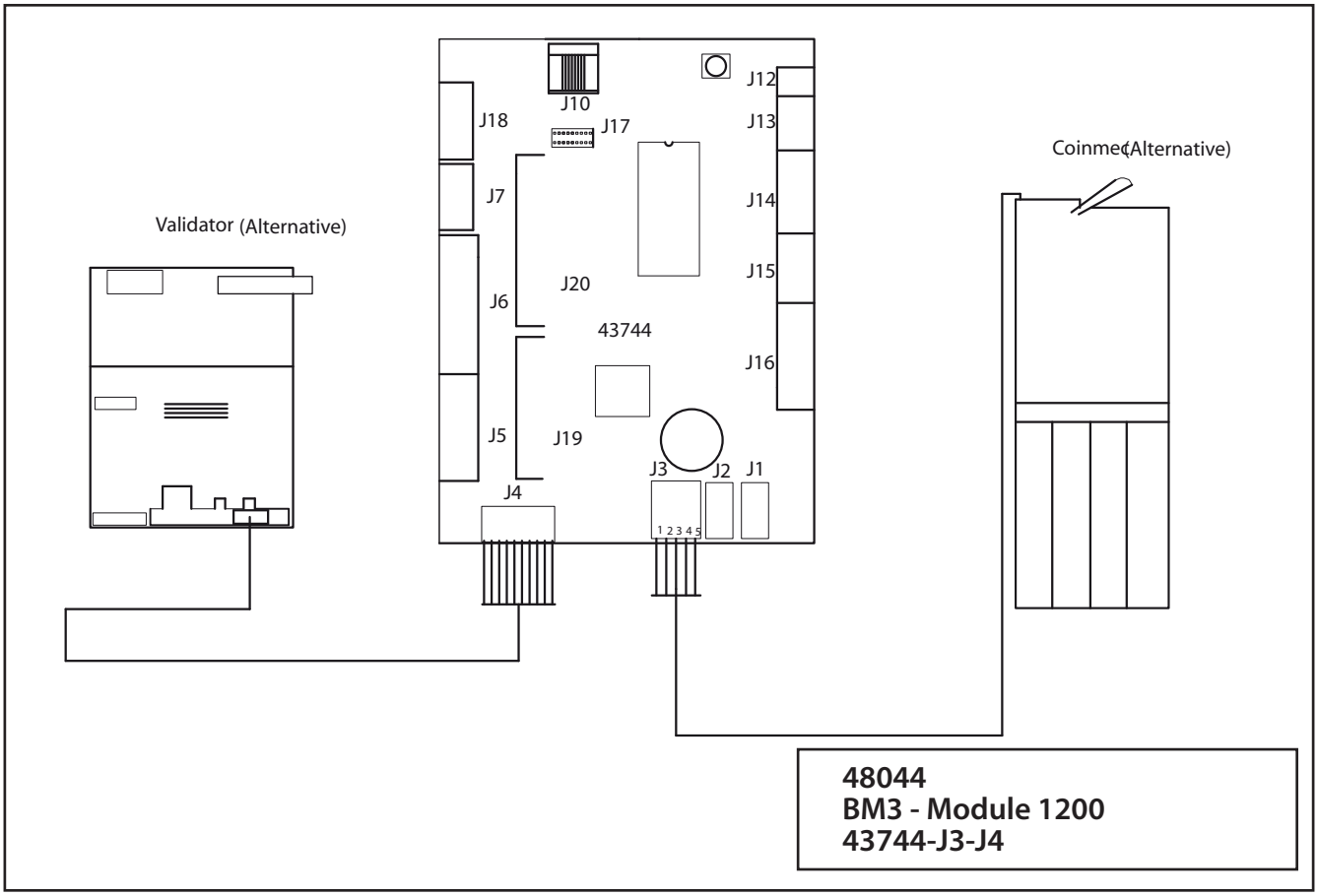
48041
Overwiev of the modules.

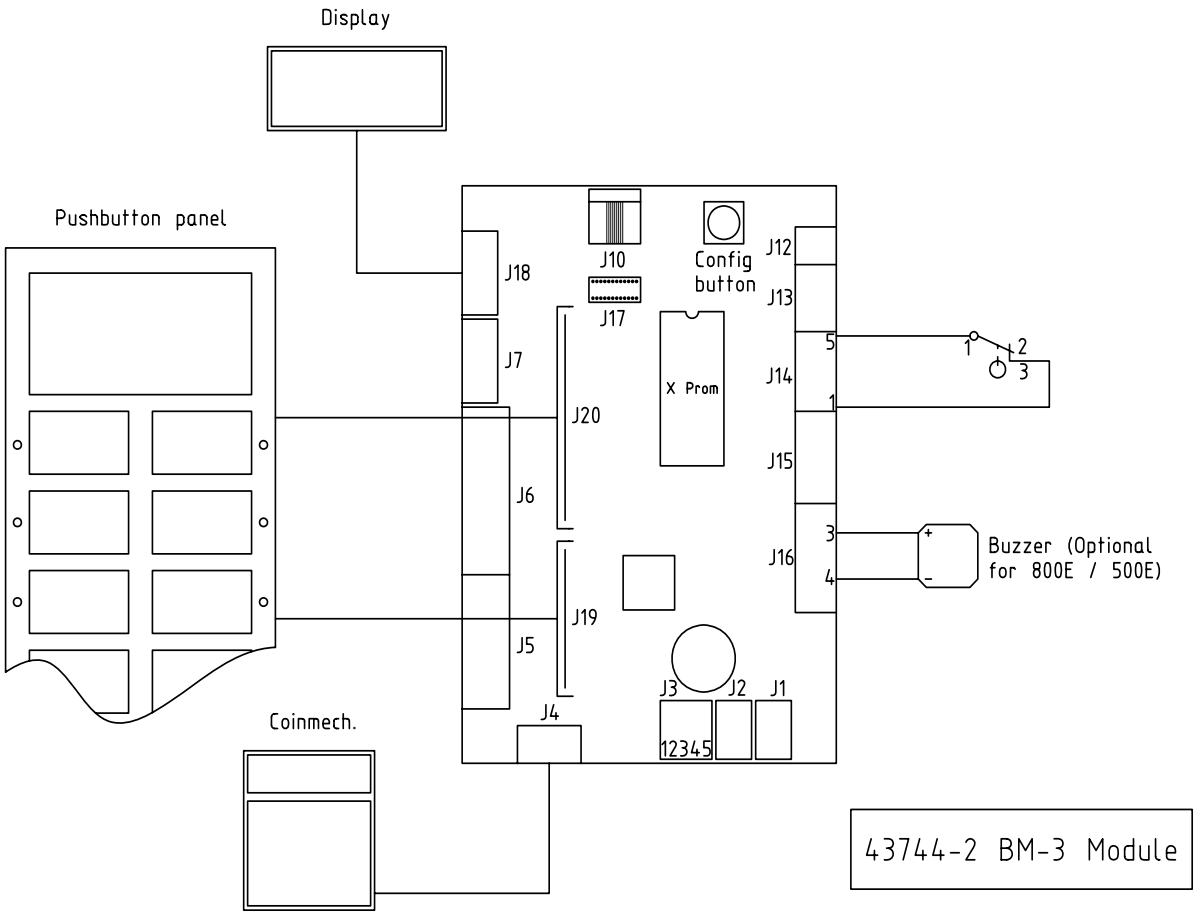


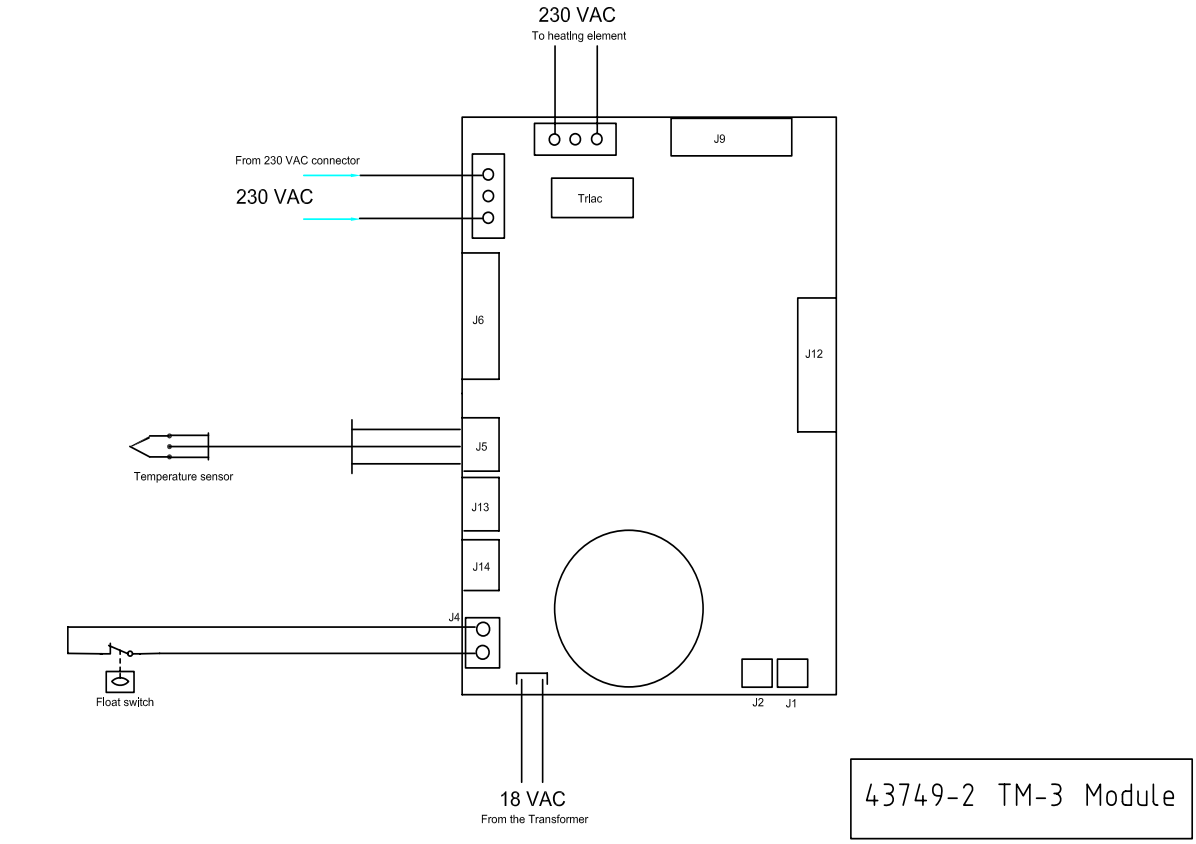
48042
S - Module 1200
48050-J3-J4-J5-J7-J8-J9

Wiring diagram

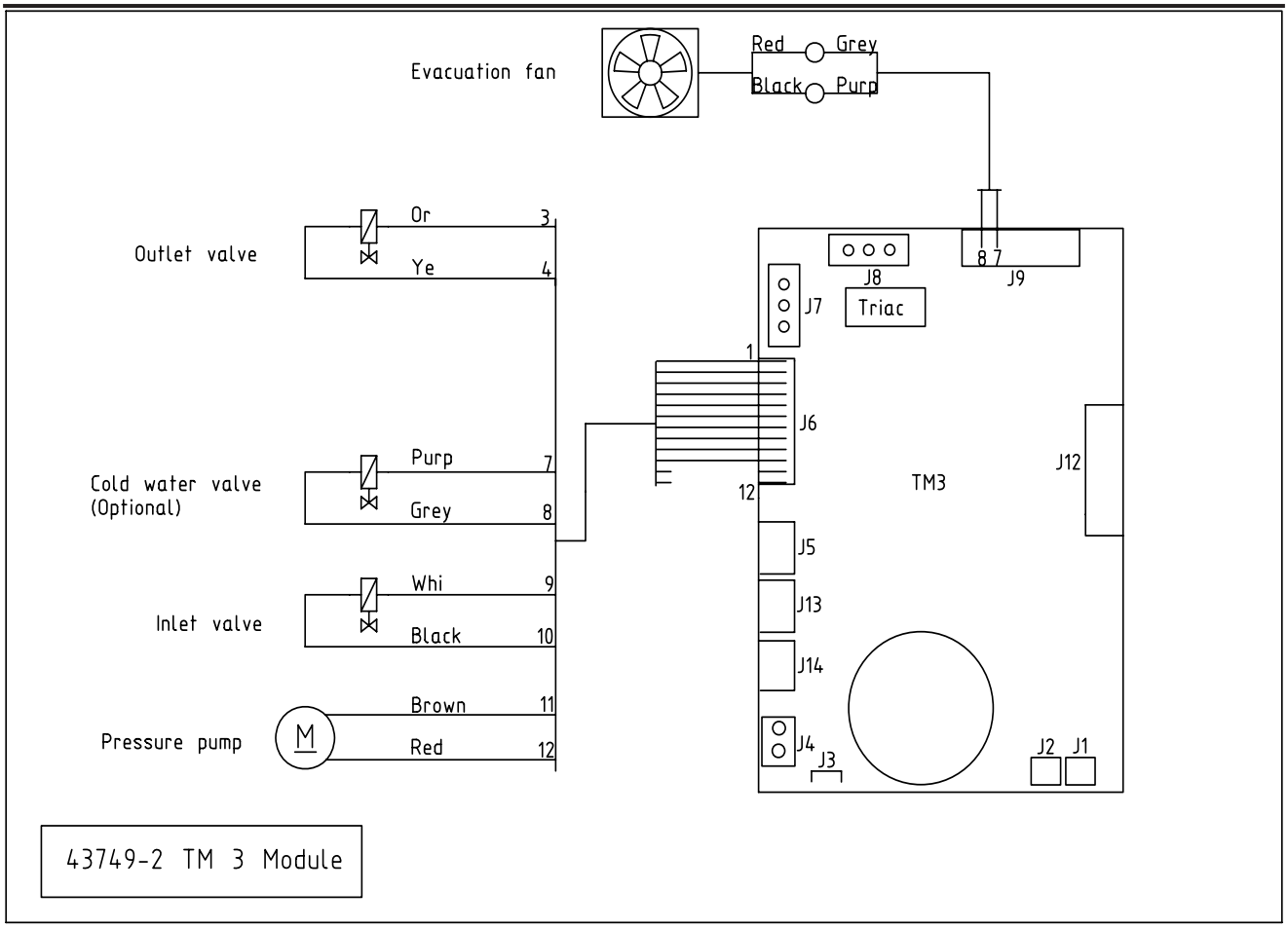


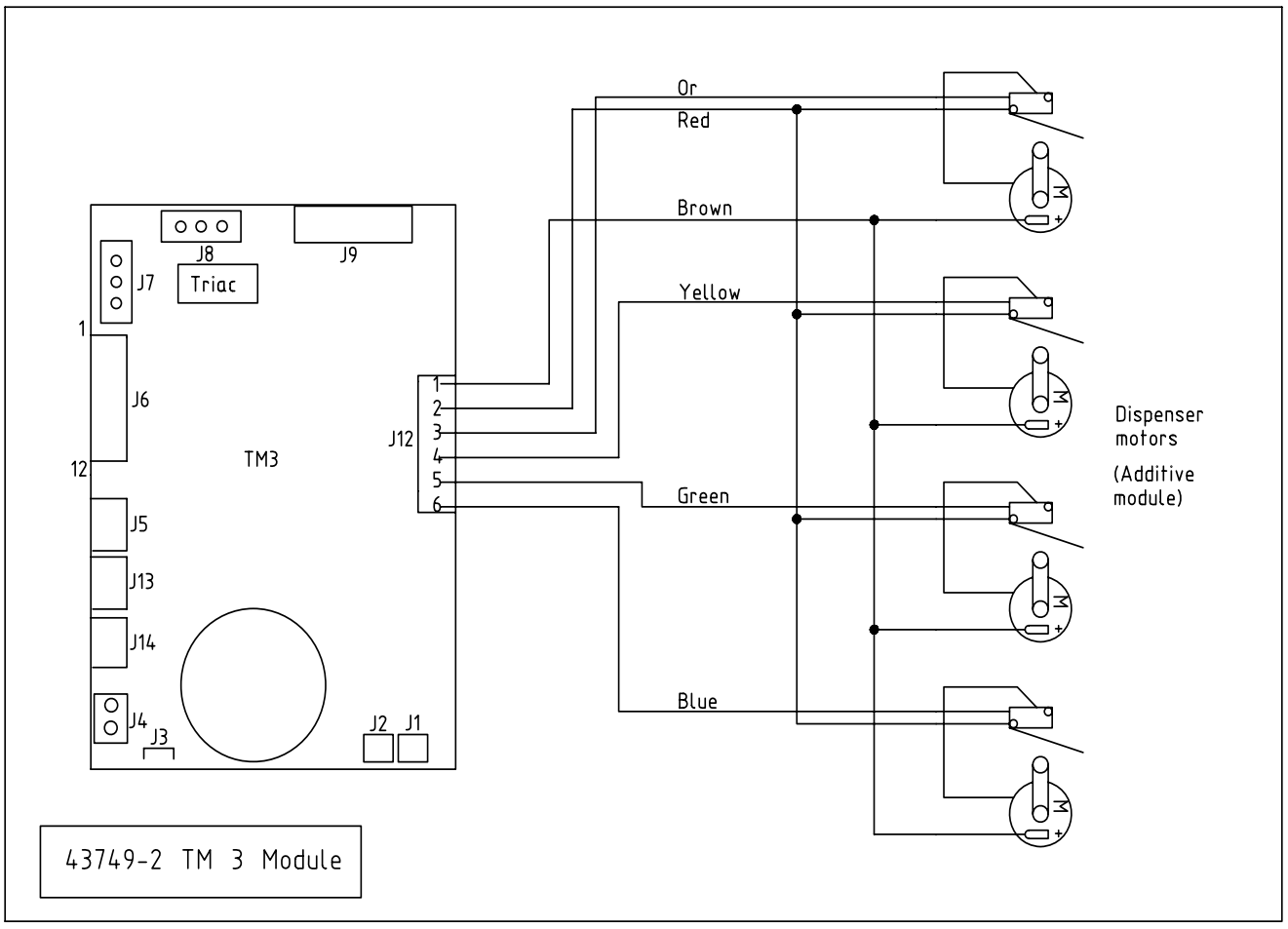



Display
Pushbutton panel
J18
J7
J20
J6
J19
J5
J4
J10
J17
Config button
X Prom
J12
J13
J14
J15
J16
5
1
3
4
1
2
3
+
-
Buzzer (Optional for 800E / 500E)
J3
J2
J1
12345
Coinmech.
43744-2 BM-3 Module


230 VAC
To heatlng element
From 230 VAC connector
230 VAC
J9
Trlac
J6
J12
Temperature sensor
J5
J13
J14
J4
Float switch
J2
J1
18 VAC
From the Transformer
43749-2 TM-3 Module

Wiring diagram





Service

Always state the machine type when ordering service. This information can be found on the type label.

To ensure continued problem-free function of your machine, you can sign a service and care agreement. More information about this can be obtained from your local machine supplier.

Guarantee

JEDE AB will accept responsibility for faults resulting from defects in the design, materials or manufacture for a period of 2 years (guarantee period). Faults must be reported to JEDE AB or its nearest retailer. Parts confirmed faulty by JEDE AB during the guarantee period are replaced by supplying a new fault-free or repaired part. JEDE has no responsibility beyond supplying such replacements. This guarantee does not apply in cases of careless handling of the machine and only on condition that the care instructions have been followed and that the machine has been used with JEDE's drinks, for which it is designed.

The guarantee ceases to apply if original parts are not used, and JEDE AB cannot accept responsibility for any damage resulting from or in connection with the use of parts that are not original.

A guarantee note is enclosed with every machine. Follow the instructions on it.

Technical data

Weight:	98 kg excl. Cup stacks/cartridges and payment mechanism
Height, machine:	1830 mm
Width:	650 mm
Depth:	600 mm
Voltage:	230 -240 V
Current:	10 A external fuse
Power:	2100 W
Control voltage:	24 V DC
Tank:	Volume 2.5 litres
Capacity:	11 cup stacks, 4 JEDEMATIC cartridges
Connection pressure water:	0.2 -6.0 bars

Gematech Innovation

CE Doc.No: 36 544/E- 3 rev 02

4

Service Instructions Jede 1200E

Spare Parts List

In this chapter

- ❑ Spare parts list Door
- ❑ Spare parts list Carousel
- ❑ Spare parts list Chassis
- ❑ Spare parts list Motor bracket 1
- ❑ Spare parts list Motor bracket 2
- ❑ Spare parts list Water tank
- ❑ Spare parts list Electronik box
- ❑ Spare parts list Cup presenter
- ❑ Spare parts list Additive module

English

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4 Spare parts list Door

6 Spare parts list Carousel

8 Spare parts list Chassis

10 Spare parts list Motor Bracket 1

12 Spare parts list Motor Bracket 2

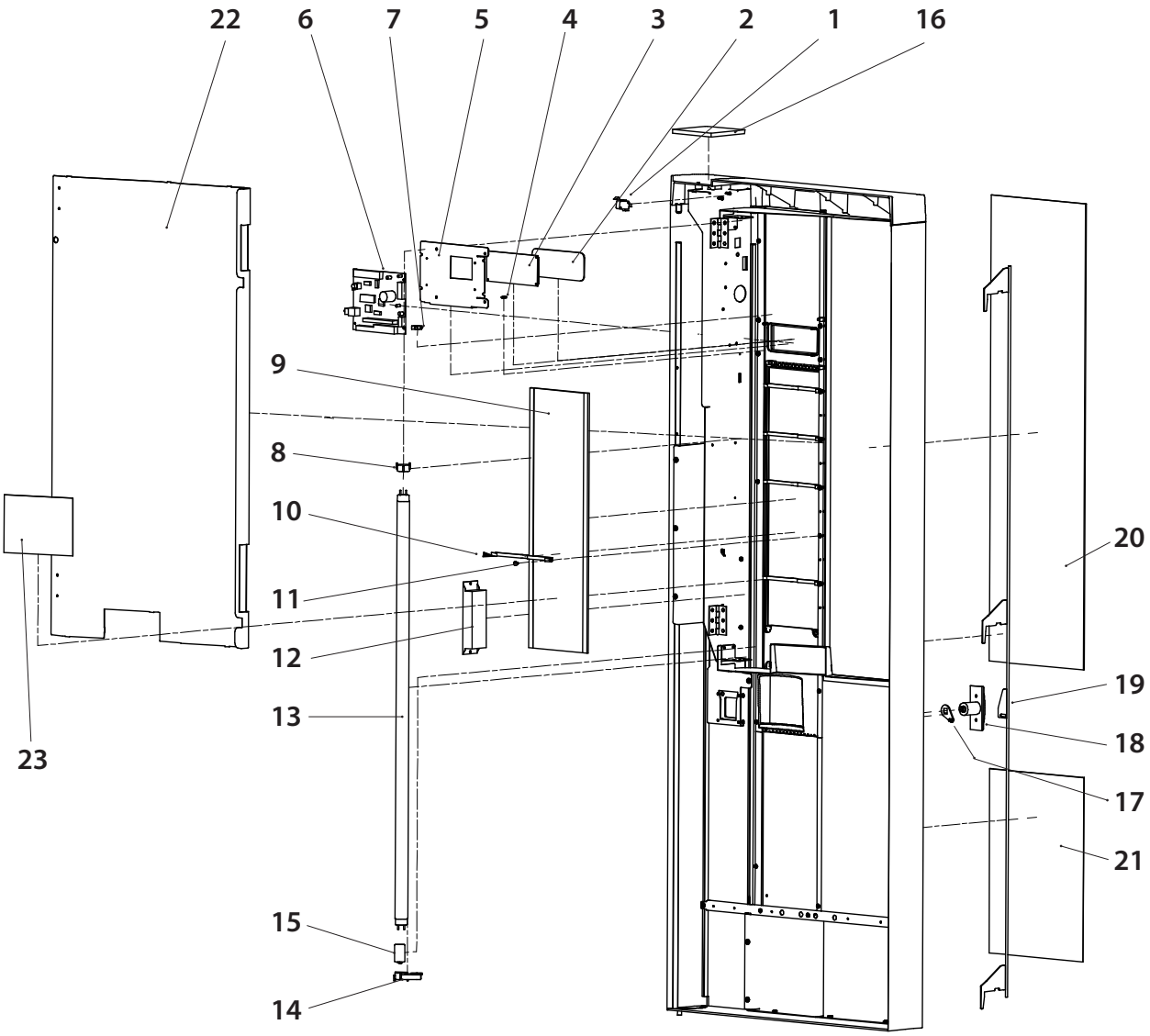
14 Spare parts list Water Tank

16 Spare parts list Component Support

18 Spare parts list Cup presenter

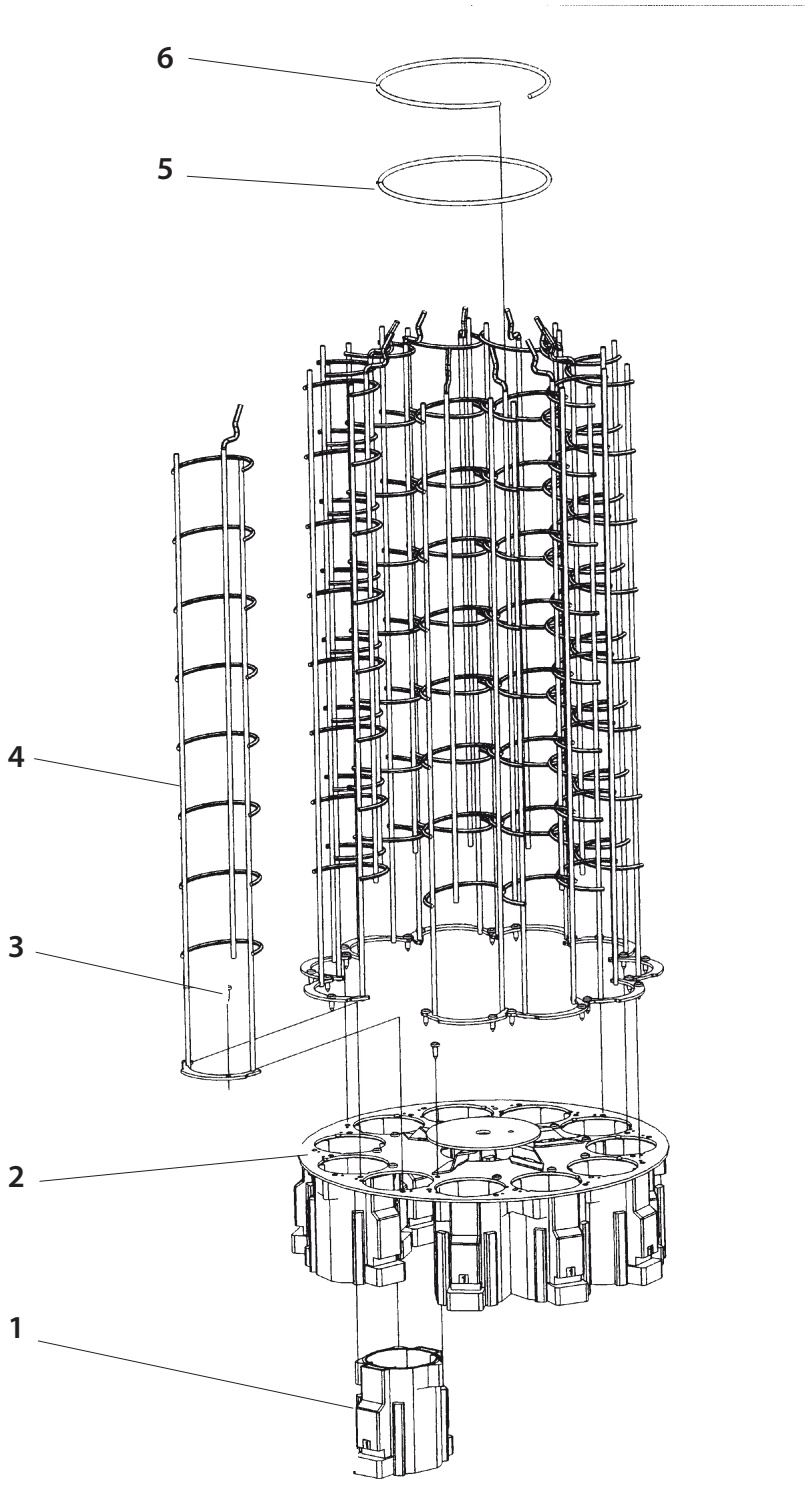
20 Spare parts list Additive module

Door / Dörr



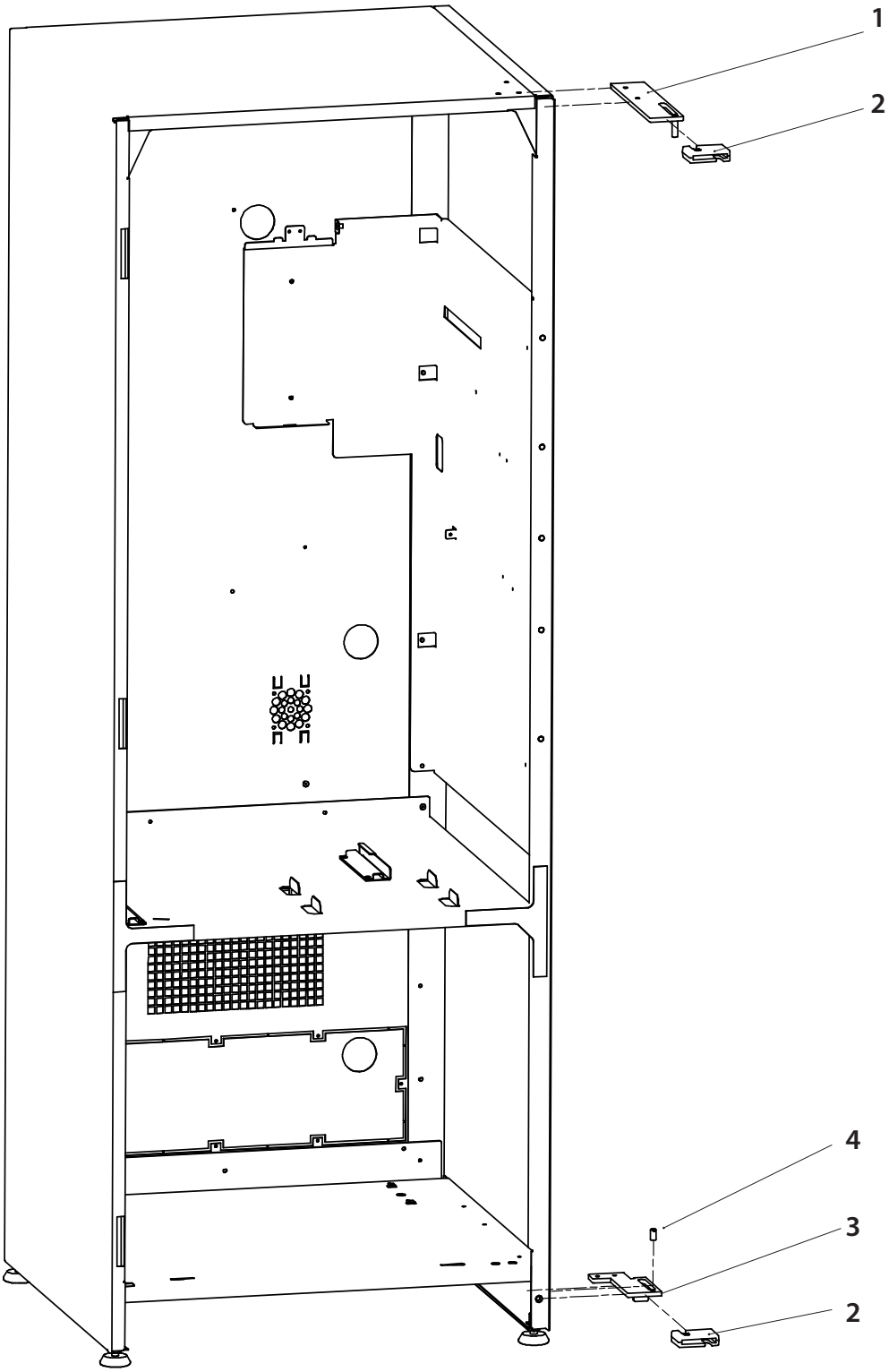
Pos. No	Part No	Benämning	Term
1	44055	Mikrobrytare	Microswitch
2	36473	Skyddsglas	Display glass
3	36463	Display	Display
4	36523	Fäste display MSPM-3-01 Richco	Fixation for display MSPM-3-01 Richo
5	36356-2	Fästplåt display	Attachment plate for display
6	43744	Kretskort BM3	PC-board BM3
7	36524	Fäste kretskort EHCBS-7-5-01 Richco	Fixation for PC-board EHCBS-7-5-01 Richo
8	48676	Lysrörshållare	Fluorecent tube holder
9	36702	Tryckknappspanel	Pushbutton panel
10	36700	Stöd för tryckknappspanel	Support for pushbutton panel
11	36525	Skruv, stöd MRT-TT-M4x6	Screw for support MRT-TT-M4x6
12	43006	Reaktor L15 240V	Coil L15 240V
13	37018	Lysrör 30W/840/895mm/E83 43714	Fluorecent tube 30W/840/895mm/E83 43714
14	48677	Lysrörshållare	Fluorecent tube holder
15	47222	Glimmtändare	Starter
16	36372	Övre gångledsstyrning	Upper hinge guide
17	36448	Medbringare	Rocker arm
18	36393	Lås	Lock
19	36396	Spanjolett	Rod latch
20	36416	Fönster kpl	Window Jede 1200 E, complete unit
21	36531	Mellanplåt kpl. med bild	Cover with picture, complete unit
22	36650	Ljuslåda	Light box
23		Rengjöringsdekal	
24	36476	Summer och lysdiod kpl	Buzzer and LED, complete unit
25	36478	Programerings switch kpl	Programming switch, complete unit
26	36487	Kontakt RJ45	Connection RJ 45
27	36488	Gratis switch	Free-vending switch
28	36481	Dörr kpl neutral	Door, basic model, complete unit

Carousel / Bägarkarusell



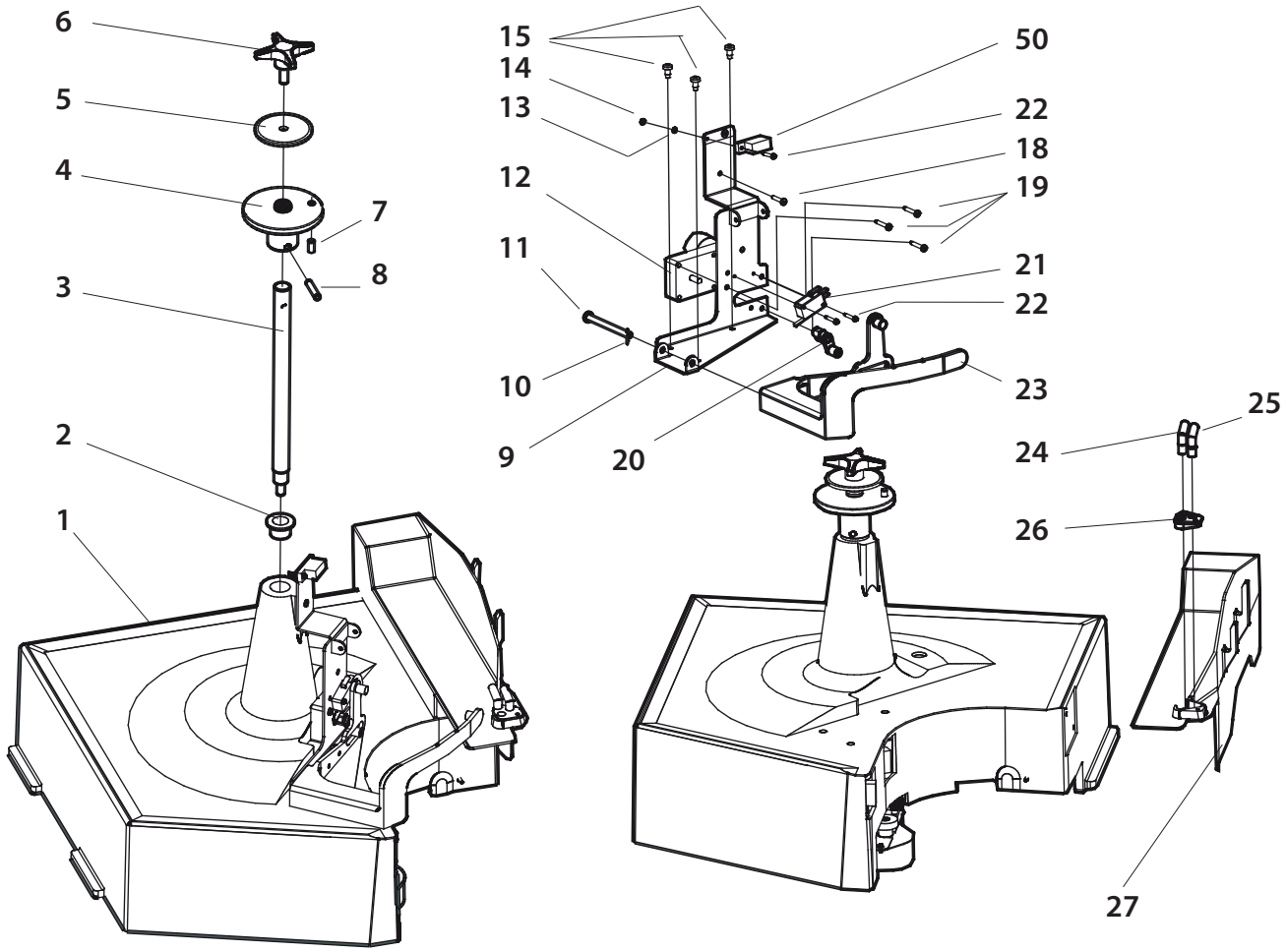
				Antal
Pos.No	**Part No**	**Benämning**	**Term**	**Qty**
1	43591	Bägardispenser, komplett	Cup splitter, complete unit	11
	36099	Bägar dispenser, komplett 73,5 mm	Cup splitter, complete unit 73,5 mm	11
2	48583-4	Karusellplatta	Carousel base	1
3	48686	Skruv, PTK 50 x 16	Screw, PTK 50 x 16	33
4	43581	Bägarkorg	Cup basket	11
	36091	Bägarkorg 73,5 mm	Cup basket 73,5 mm	11
5	48965	Ring, övre, för karusell	Ring, upper, for carousel	1
6	48986	Ring, inre, för karusell	Ring, inner, for carousel	1
	43839	Karusell, komplett	Carousel, complete unit	1
	36101	Karusell, komplett 73,5 mm	Carousel, complete unit 73,5 mm	1

Chassis / Chassi



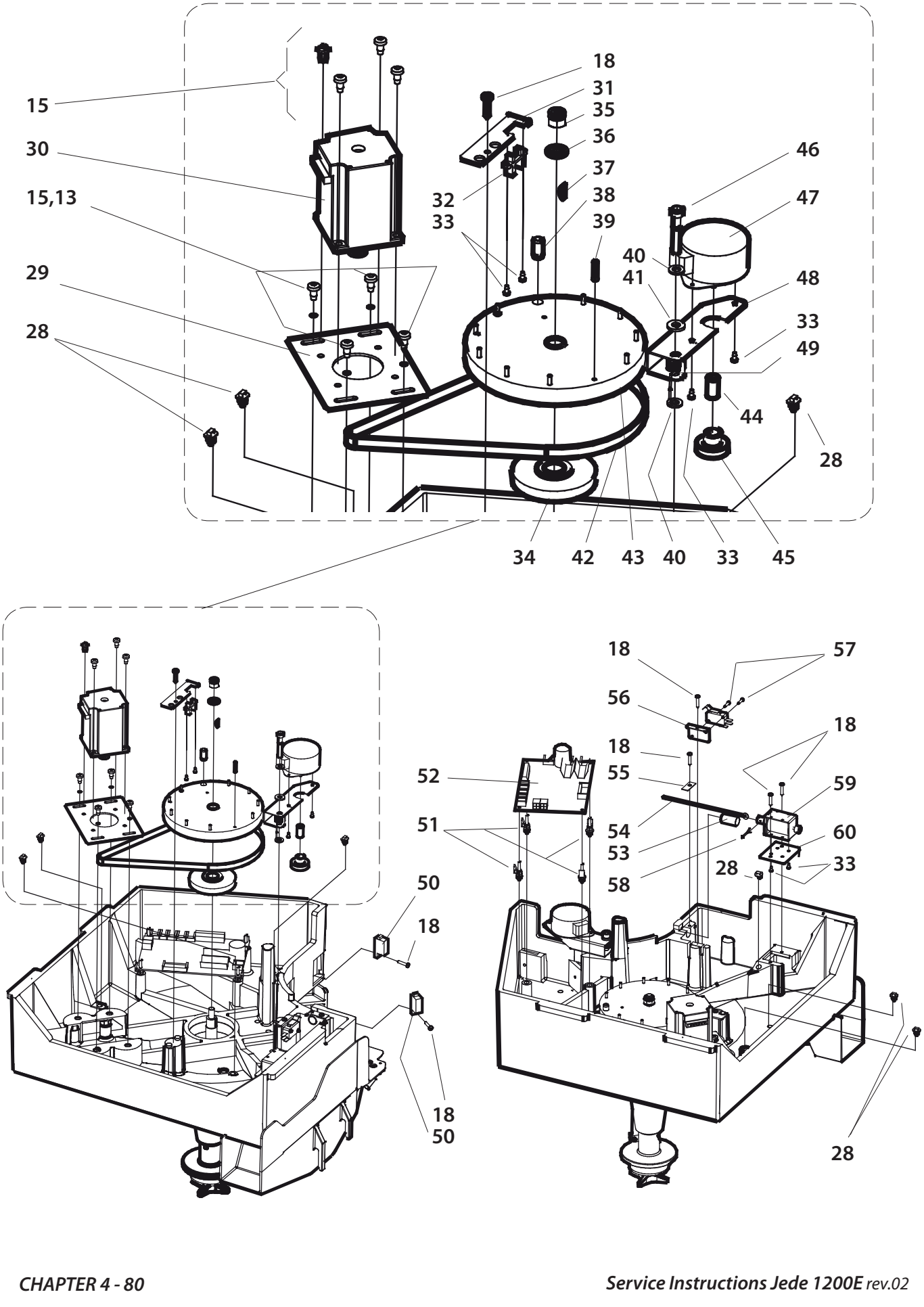
Pos. No	Part No	Benämning	Term	Antal
				Qty
1	36373-2	Gångled övre 1200E	Hinge upper, 1200E	1
2	36371	Gliddel, gångjärn 1200E	Hinge slider, 1200E	2
3	37374	Gångled, nedre, 1200E	Hinge, lower 1200E	1
4	36490	Hylsa	Sleeve	1

Motor bracket 1 / Motorbrygga 1



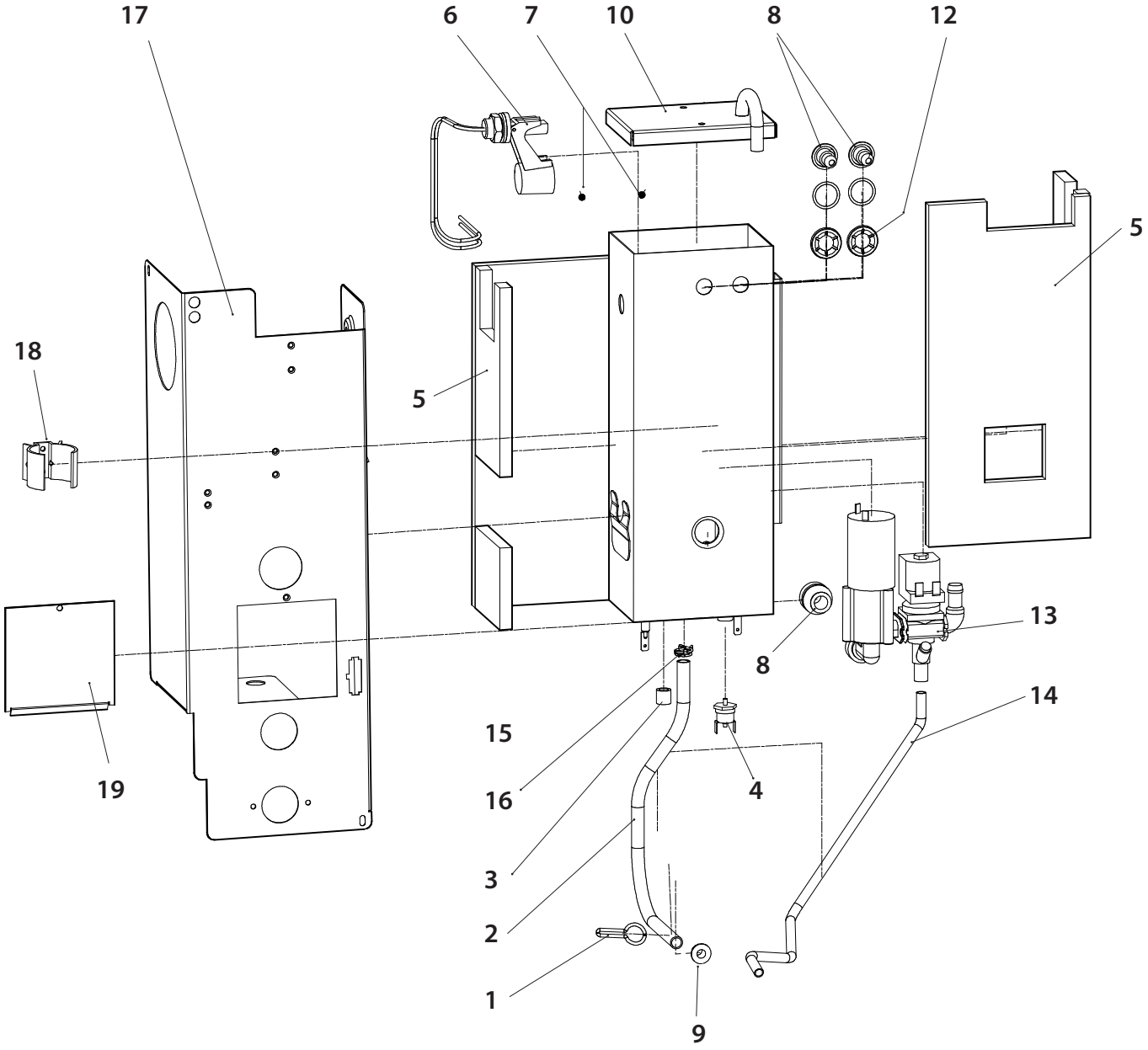
Pos. No	Part No	Benämning	Term	Antal
				Qty
1	48917-1	Motorbrygga	Motor shelf	1
2	48679	Bussning med krage	Bushing with collar	1
3	43239	Axel kompl. (inneh. Pos:3,4,7,8)	Shaft, compl. Unit (cont.ref: 3,4,7,8)	1
4	*	Se pos. 3	See ref. 3	
5	47898	Bricka	Spacer	1
6	49389	Ratt, M8 x 20mm	Knob, M8 x 20mm	1
7	*	Se pos. 3	See ref. 3	
8	*	Se pos. 3	See ref. 3	
9	43352	Konsoll, dispemserarm, komplett	Bracket, dispensing arm, compl.unit	1
11	43229	Axel, 6 x 65mm	Shaft, 6 x 65mm	1
12	*	Se pos. 9	See ref. 9	
13	*	Se pos. 9	See ref. 9	
14	*	Se pos. 9	See ref. 9	
15	47761	Skruv, M5 x 10mm	Screw, M5 x 10mm	3
16				
17				
18	43370	Skruv, 4,3 x 20mm	Screw, 4,3 x 20mm	
19	*	Se pos. 3	See ref. 3	
20	*	Se pos. 3	See ref. 3	
21	*	Se pos. 3	See ref. 3	
22	*	Se pos. 3	See ref. 3	
23	48914-5	Dispenserarm	Dispensing arm	1
24	36233	Rör, vattenutmatning	Pipe, wateroutlet	1
25	36233	Rör, vattenutmatning	Pipe, wateroutlet	1
26	43547	Rörhållare, utloppsrör	Holder, pipe	1
27	36065-1	Fläktkanal	Funnel for ventilator	1
<>	43095	Fläkt (24VDC)	Fan (24VDC)	1
<>	43838-2	Motorhylla, komplett, utbytes	Motor unit, complete, exchange	1

Motor bracket 2 / Motorbrygga 2



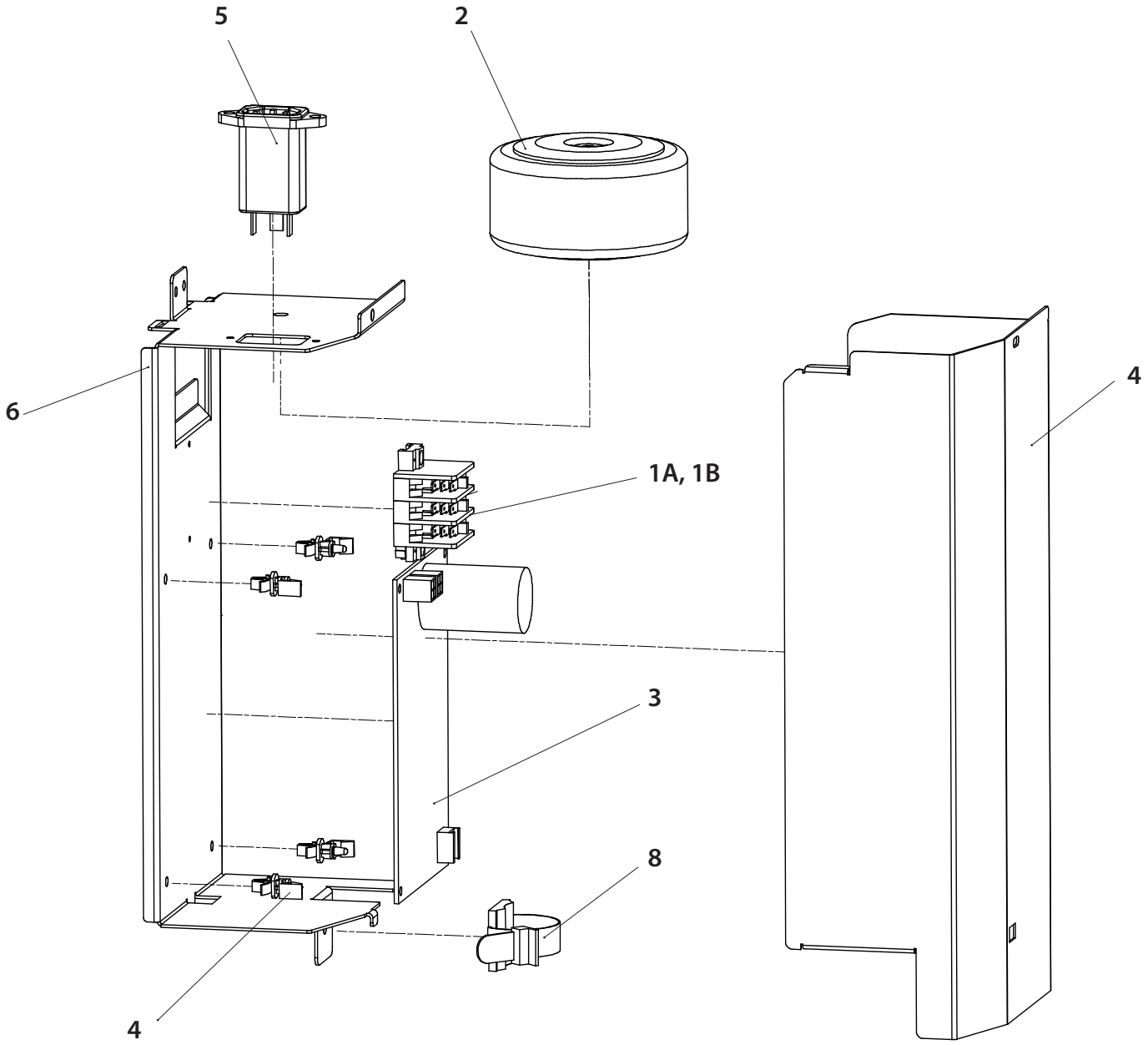
Pos. No	Part No	Benämning	Term	Antal
				Qty
28	43105	Fäste för buntband	Clip for tiestrap	2
29	43249	Fäste för karusellmotor	Bracket, carouselmotor	1
30	48622	Karusellmotor	Carouselmotor	1
31	48970-3	Fäste för läsgaffel	Bracket for photocell	1
32	49254	Läsgaffel	Photocell	1
33	43116	Skruv M6 x 6mm	Screw M6 x 6mm	4
34	48926	Lagerring, karusellaxel	Bearing, driveshaft	1
35	46441	Mutter, M8, nyloc	Nut, M8, nyloc	1
36	49688	Bricka, 8 x 19 x 1mm	Washer, 8 x 19 x 1mm	1
37	43237	Woodruffkil, 4 x 13mm	Woodruff, 4 x 13mm	1
38	*	Se pos. 43	See ref. 43	
39	*	Se pos. 43	See ref. 43	
40	43439	Bricka, 6,4 x 14 x 1,5mm	Washer, 6,4 x 14 x 1,5mm	1
41	43438	Nylonbricka, 6,4 x 14 x 2mm	Washer, nylon, 6,4 x 14 x 2mm	1
42	43835	Kuggrem, kevlar	Toothed belt, kevlar	1
43	48625-7	Kugghjul, stort, komplett	Toothwheel, big, unit	1
44	*	Se pos. 45	See ref. 45	
45	36695	Muggmotor, komlett	Motor, cupcarousel, unit	1
46	43141	Passbult, 6 x 25mm	Bolt, 6 x 25mm	1
47	*	Se pos. 45	See ref. 45	
48	36658	Motorfäste, bägarpres. Motor	Bracket, carouselmotor	1
49	43220	Fjäder, karusellmotor	Spring, carouselmotor	1
50	36686	Fotocell	Photocell	3
51	43107	Fästplugg för styrkort	Pin for PC-board	4
52	49050-2	Styrkort, serveringsmodul (SM)	PC-board, serving module (SM)	1
53	43084	Halleffektgivare	Hall-sensor	1
54	48858	Dragstång	Pivot shaft	1
55	43218	Hållare för Hall-givare	Bracket for Hall-sensor	1
56	48985	Fäste för mikroströmbrytare	Bracket for microswitch	1
57	43360	Skruv, M3 x 12mm	Screw, M3 x 12mm	2
58	43230	Saxpinne, 1,6 x 16mm	Cotter pin, 1,6 x 16mm	1
59	43154	Dragmagnet	Solenoid	1
60	48925	Fäste för dragmagnet	Bracket for solenoid	1
< >	43227-2	Clips för fixering av motorhylla	Clip for carousel base	1
{62}	43655	EMC absorbent	EMC absorber	1

Water tank / Vattentank



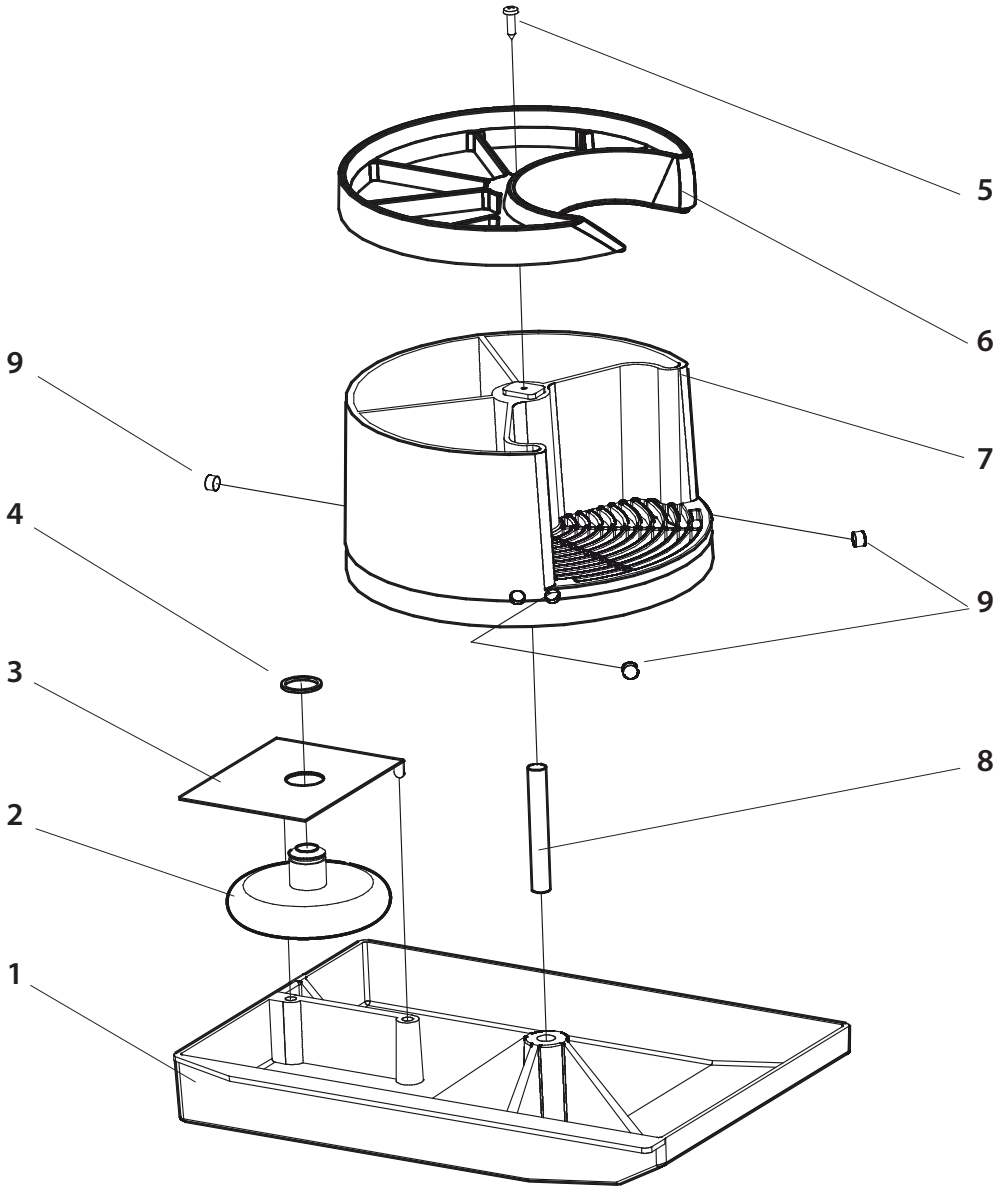
Pos. No	Part No	Benämning	Term	Antal
				Qty
1	Z93957	Klämma	Clip	1
2	43751	Silikonslang, ø 7,5mm x 0,7m	Silicone hose ø 7,5mm x 0,7m	1
3	48713	Distans	Spacer	1
4	35019	Överhettningsskydd	Overheat protection	1
5	35025	Isolering, tank	Insulation, tank	1
6	43000	Flottör, grå	Floatswitch, grey	1
7	46047	O-ring, silicon, 13,6 x 2,4	O-ring, silicon, 13,6 x 2,4	2
8	46046	Nippel	Nippel	2
9	47841	Plugg	Plug, outlet hose	1
10	43225	Tanklock med återgång	Tank cap with override	1
11	43981	Tätning	Seal, tank	1
12	46034	Låsbricka	Lock washer	2
13	43442	Pumpsystem med filter och by-pass	Pumpsystem with filter and by-pass	1
14	42759	Silikonslang, diam 7,5 mm	Silicon hose, diam. 7,5 mm	1
15	43626	Tank JEDE 1200	Tank JEDE 1200	1
16	45185	Clips	Clip	1
17	36207	Tankhållarplåt	Carrier for tank	1
18	49374	Clips	Clip	1
19	43994	Servicelucka	Service hatch	1
20	46253	Inloppsventil	Inlet valve	1
<>	49064-1	Temperatursensor (NTC)	Temperature sensor (NTC)	1

Electronic box / Elektroniklåda



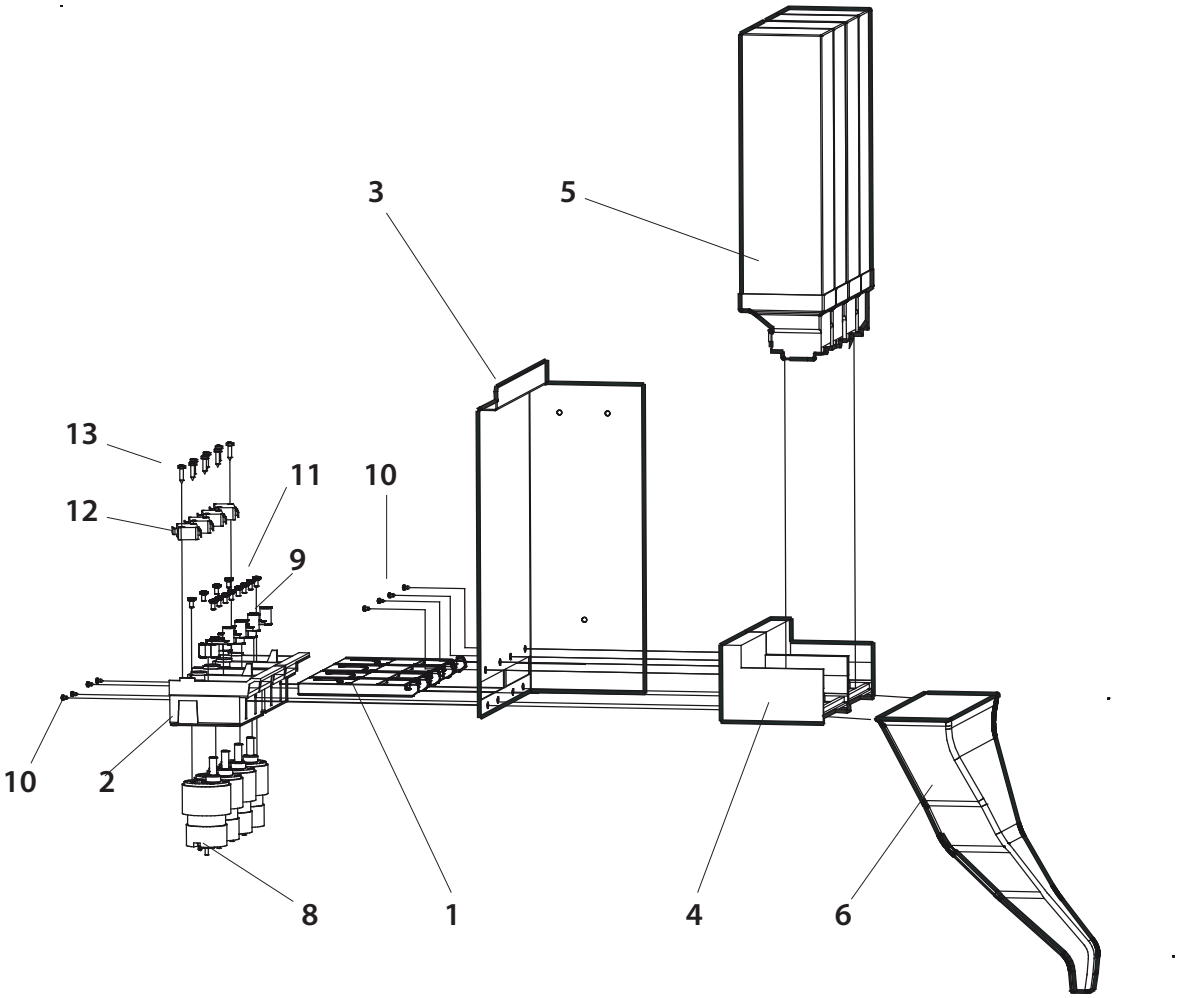
Pos. No	***Part No***	***Benämning***	***Term***	***Antal***
				Qty
1A	*47292*	*Kopplingdplint, front*	*Connection bridge, front*	*1*
1B	*47293*	*Kopplingsplint, gavel*	*Connection, side*	*1*
2	*43402*	*Transformator, 80 VA*	*Transformer, 80 VA*	*1*
3	*43749-2*	*Styrkort, TM 3*	*PC-board, TM 3*	*1*
4	*36080-2*	*Lock*	*Cover*	*1*
5	*47291*	*Apparatintag med avstörningsfilter*	*Power inlet with supression filter*	*1*
6	*36079*	*Elektroniklåda*	*Box*	*1*
7	*46417*	*Fäste för styrkort*	*Pin for PC-board*	*4*
8	*35299*	*Kabelklammer*	*Cable tie*	*1*

Cup presenter / Bägarpresentatör



Pos. No	Part No	Benämning	Term	Antal
				Qty
1	36075	Spillbricka	Spilltray	1
2	OV1750	Flottör	Float	1
3	48935-1	Flottörstyrning	Giude, float	1
4	46047	O-ring, silikon, 13,6-2,4	O-ring, silikon, 13,6-2,4	1
5	43370	Skruv, 4,3 x 20	Screw, 4,3 x 20	1
6	43539-1	Lock	Cover	1
6	36093	Lock 73,5 mm	Cover 73,5 mm	1
7	43538	Cylinder	Cylinder	1
8	43171	Axel, 10 x 70	Shaft, 10 x 70	1
9	43416	Magnet, 8 x 5	Magnet, 8 x 5	3
10	43852	Bägarpresentatör, komplett	Cup presenter, complete	1
10	36094	Bägarpresentatör, komplett 73,5 mm	Cup presenter, complete, 73,5 mm	1

Additive module / Additivmodul



Pos. No	Part No	Benämning	Term	Antal
				Qty
1	44023	Dragslid plast, additivmodul	Slide, cartridge module	4
2	45447	Motorfäste plast, 2-fack	Motor bracket, plastic	2
3	43501-2	Hållare, additivmodul	carrier, cartridge module	1
4	43500	Hållare, tratt	Holder, funnel	1
5	xx	Patroner	Cartridges	4
6	43607	Tratt, additiv	Funnel	
8	48691	Dispensermotor	Dispensing motor	4
9	48775-4	Vevsläng, svart	Crank, black	4
10	43116	Skruv	Screw	12
11	30085	Skruv	Screw	8
12	42542	Mikrobrytare, motor	Microswitch, motor	4
13	30071	Skruv	Screw	8
{14}	43714	Kabelsats, additivmodul	Wire harness, cartridge module	1

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We reserve the right to make alterations.

Gemstech Innovation